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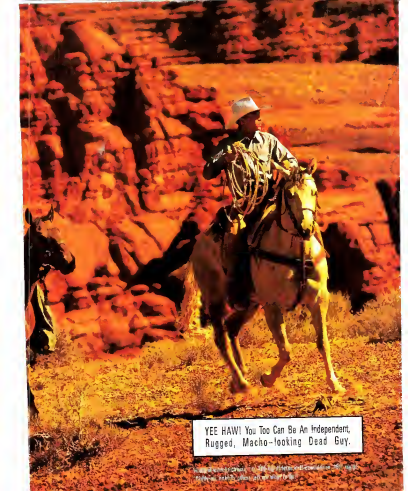
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What if cigarette ads
told the **Truth?**



A man wearing a white cowboy hat and a light-colored, short-sleeved shirt is riding a white horse. He is holding the reins and looking towards the right. The horse is in motion, possibly trotting or cantering. The background is a rugged, rocky landscape with a strong orange and red color palette, suggesting a desert or volcanic environment. The lighting is bright, creating high contrast and casting shadows. In the bottom right corner, there is a white rectangular box containing text.

YEE HAW! You Too Can Be An Independent,
Rugged, Macho-looking Dead Guy.

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BANJO-TOOIE™



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**MORE TRANSFORMATIONS! MORE MUMBO JUMBO!
MORE JIMJOS! AFTER A TWO-YEAR HIBERNATION, BANJO AND
KAZOOIE RETURN IN "ONE SWEET MONEY POT OF A SEQUEL."
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CLAW WITH THIS MONTH'S BACKPACK FULL OF STRATEGIES
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FOLLOWING THE PAPER TRAIL



Mario appears as a flat 2-D cutout, but his latest adventure is hardly paper thin. Formerly known as Super Mario RPG 2, Paper Mario puts role-playing mechanics, turn-based combat and humorous action on the same page. Climb through a first look at the flat-out fun.

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WWF OR WCW?



Rock or Hulk? Stone Cold or Goldberg? Wrestling fans love double the trouble to grapple with when THQ releases WWF No Mercy and EA unleashes WCW Backstage Assault. Pin down the game that's best for you in a side-by-side comparison. Great, we said.

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SERVICE WITH A SMILE



Wrestling games aren't the only things that are "hot" this month. In a GBC grand slam, Mario and every other Mushroom Kingdom starve to tennis are serving up craziness on the courts. This month's preview reveals what the racket is all about.

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50

PUZZLE-TYPE POKÉMON



This must be how they play Tetris Attack in Japan. Pokémon Puzzle Challenge for GBC uses new Pokémon from Gold and Silver in a brain-bending jigsaw of block-busting and rearranging. Find out how everything falls into place and how to stack 'em up with the latest Pokémon game on the block.

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player's pulse

We asked for your opinions on Nintendo GameCube and Game Boy Advance—a.k.a. AGB—and boy, did we ever get a response. Our e-mail servers crashed. Mailroom workers quit. The U.S. Post Office wants to give us our very own zip code. Keep 'em coming, readers!

New Systems, Baby!

I think that the AGB and Nintendo GameCube are huge steps in gaming history! I mean, they are the nextest graphics I've ever seen!

Alex Krugel
Fairfax, VA

If all of the screen shots for Nintendo GameCube are

cinematic scenes, they leave me screaming. If not, then I'm screaming! It's my opinion that Nintendo GameCube needs RPGs, and lots of them. And don't even, ever publish a game with the Olsen twins in it again!

Mikrosavva007
Via the Internet

I was at nintendo.com, when I noticed a model of the AGB. I saw what the cartridges are going to look like, and I wondered if there is going to be an adapter so you can use it with old Game Boy games. Kind of like the Super Game Boy for SuperNES, or maybe a Transfer Pak.

David Green
Covington, KY

It's your lucky day! AGB will be fully compatible with older Game Boy games—no adapter required. And just to cut this question off at the pass, no, you won't be able to play N64 games on the Nintendo GameCube.

I've got to say, I was so overwhelmed with excitement when I saw the pictures of

Nintendo GameCube and AGB that I was practically gasping for air! It's unbelievable! And being able to use AGB as a second Controller is an awesome idea. I hope Nintendo uses the new technology to its advantage and starts making games with custom features that allow gamers to put their own face and voice into their games.

Jason Wilson
Hesperia, CA

Nintendo GameCube? Four words: Jack-in-the-Box. AGB? Now that's a great piece of hardware.

ALBWin 25
Via the Internet

The only problem I see with Nintendo GameCube is the Controller. The N64 Controller proved that analog pads don't have a use anymore. The analog stick looks way too far away, and I don't know about the button positions.

James Looby
Via the Internet

James, let us put your fears to rest. N64 sticks are some of the gamers lucky enough to have tried the Controller—and sure, it's different—but the pad is actually quite comfortable and the buttons are easy to reach. You'll wonder how you ever lived without it.

As Nintendo GameCube goes, I think the screen shots



are great because they look so cool. But the idea of CDs frightens me. Games on CD are always getting stuck in the middle because of scratches. Is Nintendo going to do something about their CDs so this doesn't happen?

Ryan Schwan
Brookhaven, PA

Real easy, Nintendo GameCube discs will be as durable as possible. There are still a few things you can do to take care of the equipment—keep discs in their cases at all times and never leave the cover of any console open any longer than necessary.

I just read over October's Nintendo GameCube article and it rocks the badminton's house! I've never seen better graphics! Mapper location to Nintendo.

Sam Krinsinger
Via the Internet
Badminton? Hope that's not a Crenley King reference, or I'll have to teach that Krinsinger whippersnapper a lesson.

Conspiracy Theories

There have been a lot of comments about Koopa kids dis-



appearing. Well, Mario and Luigi have beaten them enough times, and they are just children after all. Maybe they had enough and decided to quit, or they're just hiding because they don't want to get hurt again.

Laura Arant
Via Mail

In Volume 136 of *N2*, there was a question about Bowser's missing children. I think I know where they've disappeared to—Bowser probably swallowed them all, because he lives in fear of their overwhelming him someday. These are two clues to my theory. In Volume 136 you asked Bowser about his kids, and he got angry and threw Bob-ombs at you. I think he's hiding something. This, in Super Mario 64 Bowser's size has increased dramatically.

Jordan Alexander
San Diego, CA

A spokesperson for Bowser strongly denied the rumors. He claims that the kids were sent to a strict military academy to prepare them for defeating Mario someday.

Now That's Just Weird

Mario's rival is named Wario, and his hat bears a "W." What's his hat, however, bears a Greek Gamma, the equivalent of a Roman "G." Perhaps the Gamma stands for "Greek," referring to the origin of the letter. Wario's "W" would therefore stand for "woman," which you get by

replacing the first letter of Wario with the one on his hat. Does this mean that Wario is actually a woman? Is this his/her clever way of telling the world? Do I win a prize for figuring it out?

Douglas Zwick
Mount Vernon, WI

What on earth are you talking about? Star blower theory wins you a year's supply of Wario's study assist tools.

A Critical Response

OK, people down there in Nintendo land, this is unforgivable. You rated Zelda: Majora's Mask a measly 9.4. And Sanjail 8.0?! That is ridiculous! Are you people crazy? Perfect Dark got a 9.6 and won't even be as good as GoldenEye. Are you insane?

David

Via the Internet

One of the reasons we use lots of judges is that different games like different things. Keep in mind, though, that Majora's 9.4 is the third highest rated game over our current system—trailing Perfect Dark and Ocarina.

State Your Concerns

I saw a Game Boy Color advertisement on TV, and it showed America made out of Game Boys—one for each state. I was wondering if Nintendo is really going to make those, and if so, how will you deal with small states like Rhode Island?

Adam Fisher
Seattle, WA



Artwork by Zwickerman + Rosenblum, Seattle

That's a big negative, good buddy. There will be no 50 fifty Game Boy states. We thought about it, but our testers kept poking themselves on Florida and dropping parts of Hawaii all over the floor.

Code Confusion

In Volume 135, there were button codes for GoldenEye, and they aren't working with my game! I have tried entering them again and again!

Jack Vincent
Wheat Creek, CA

You're not the only *Best* fan to have difficulty with those codes, Jack, so don't feel bad. You're not doing anything wrong—the GoldenEye button codes are just really hard to enter. You have to be spot-on accurate and crazy fast. Our only suggestion is simply to keep trying, because they do work.

All Hail Lord Bowser

You should make a game with the master of monsters, the king of kings, Bowser! You make games about Kirby, so why not? Come on, Bowser isn't bad—but just looking for a good time. He won't try to steal the stars in Mario Land; he just wanted to be one. So

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Lisa Whitman + Mironowid, New York

power charts

We've heard the old saying that too

much of a good thing is wonderful, but this Pokémon craze is just out of control. A bitter Joanna Dark was even heard muttering threats to a startled Pikachu in the employe cafeteria. Somebody, stop the insanity!

NINTENDO 64 TOP 20

1

POKEMON STADIUM



Miss Dark takes a wicked tumble this month, as her quest for number one is undone by some old favorites. We'd also like to bid a warm and fuzzy welcome to the up-and-coming Pokémon Puzzle League, which will probably be hanging around for a long time to come.

2

THE LEGEND OF ZELDA: OCEANIC KINGDOM



3

GOLDENEYE 007



RANK

COMPANY

LAST

ISSUE

1	POKEMON STADIUM	NINTENDO	4	7
2	THE LEGEND OF ZELDA: OCEANIC KINGDOM	NINTENDO	1	24
3	GOLDENEYE 007	RAE	3	48
4	SUPER SMASH BROS.	NINTENDO	5	26
5	PERFECT DARK	RAE	2	4
6	JOHN MAYER'S POP SEATER	ACTIVISION	6	6
7	DONKEY KONG 64	NINTENDO	7	9
8	POKEMON SNAP	NINTENDO	15	15
9	KIRBY 64: THE CRYSTAL SHARDS	NINTENDO	8	3
10	MARVEL'S MARVEL 64	NATSUME	11	9
11	MARIO PARTY 2	NINTENDO	13	5
12	KARIO-KAZOON	RAE	12	28
13	JET FORCE GEMINI	RAE	10	12
14	HWY WRESTLEMANIA 2000	TNO	9	9
15	POKEMON PUZZLE LEAGUE	NINTENDO	—	1
16	SUPER MARIO 64	NINTENDO	14	50
17	MARIO KART 64	NINTENDO	10	46
18	MARIO GOLF	NINTENDO	20	4
19	STAR WARS: ROGUE SQUADRON	LOCASARTS	19	22
20	STARCRRAFT 64	NINTENDO	—	—

GAME BOY TOP 10

1

POKEMON RED, BLUE, YELLOW



Scandal and treachery! After a long and appreciated reign in the top two, The Legend of Zelda: Link's Awakening has dropped to number four. And take a look at Dragon Warrior Monsters, great showing at number seven. We bet the recently released Dragon Warrior I and II will be close behind.

2

POKEMON TRAINING CARD GAME



3

POKEMON PINBALL



RANK

COMPANY

LAST

ISSUE

1	POKEMON (R, B, Y)	NINTENDO	1	25
2	POKEMON TRAINING CARD GAME	NINTENDO	3	6
3	POKEMON PINBALL	NINTENDO	4	15
4	THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	2	92
5	SUPER MARIO BROS. GX	NINTENDO	5	17
6	KIRBY'S OCEAN LAND 2	NINTENDO	8	40
7	DRAGON WARRIOR MONSTERS	TENO	—	—
8	SUPER MARIO CARD 2: THE GOLDEN COIN	NINTENDO	7	94
9	MARIO LAND 3	NINTENDO	9	2
10	JAMES BOND 007	NINTENDO	6	32

1. NINTENDO GAMECUBE

2. ZELDA: THE FORCE SERIES (GAME BOY)

3. GAME BOY ADVANCE

4. POKEMON PUZZLE CHALLENGE (GAME BOY)

5. MEGA MAN 64 (N64)

6. SPIDER-MAN (N64)

7. JOHN CRYWOLF (IS: THE FIRST MADE (N64)

8. SCOOT-ODD! (N64)

9. COMBAT'S RAG FOR GAY (N64)

10. DIMENSION PLANET (N64)



MOST WANTED

please put Bowser in an upcoming game and make him the star.

Scott Adams
Via the Internet

Scott, you'll be happy to know that *Big Bowser* has a juicy role in the upcoming *Paper Mario* game for the N64. And while we're on it, what's with all the mail our writers have been getting lately? Must be that *bul-boy* charm.

A Link in the Chain

I noticed that *The Legend of Zelda: Link's Awakening* has been on the charts for 87 months! What other games have been on the charts this long?

Kim Seaman
St. Clair Shores, MI

According to our crack team of researchers, only *Game Boy* maintains *Super Mario Land* and *Super Mario Land 2: 6 Golden Coins* can make such a claim. Other lengthy stays include both *NES Zelda* games, *Tetris DX* and *Atari2600: The Return of Spacewar*.

Flattery Will Get You Everywhere

I had to make time to write



E. Saylor - Artist, Texas

this letter about *Mario Tennis*. It is by far the best game I've ever played. Usually my parents don't play or even watch Nintendo, but they can't stay away from this one! We had a party and everyone was cheering and getting into it. My compliments on a great game, and I recommend it to anyone.

Brett Aylber
Denton, IL

Mario Tennis has been a smash hit ever since we lobbied it into stores. Those of you who haven't yet seen the N64 gem, do yourself a favor and try it out. Who knows? *Moon and Dad* might even get in on the action!

Always Keep Your Eye on the Ball

I was playing *Blitz 2001* and running for a touchdown

(because I'm really good) when I saw an ad for *Cruin's* bionics and fumbled! Guess I'm not so good as I thought.

Brian Anley
Via the Internet

Let this be a great warning to all the Nintendo multiteasers out there. If your attention ever flanks, you'll be *Cruin's* for a brevit!

A Strategy Tip

I think Link should tell Ganon that his nose is big or something while fighting him. It's a good distraction.

Angela Hingford
Fairfax, VA

Ganon. That's absurd. I would never fall for such a silly play. *Link Hey Ganon*, it that your nose or did someone build a air jump on your face?

Ganon. Why you little... Ooo! Could stop hitting me! Quik!!

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Cryotek, *World Level 3*, *Pokémon Pin*, *Blow*, *Yellows*, *Bull and Slicer*, *Pokémon Trading Card Game*, *Gamma's Pocket Time*, *Snowboarder's Choice*, *Whew Level 4* and *BEI 3* for the Super 32x, and my *Zelda* game. This will only be long if there's no one to get permission from whenever you call the phone bill before you call.

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DRAGON WARRIOR LAND II



DRW II - Big White Workshop



AKA Thrifty - Eugene, Oregon

WRITE AWARE RIGHT AWAY!

Walter is here, Snow is falling, and for some reason, all our readers think about is how nice Bowser and Wario are. So we'll ask you: If you were locked in magic combat with the villain of your choice, how would you battle him or her? Bring us in! at *Ganon? Jump on Bowser's head over and over?* (Take a job!)) To find out why Hank aspires? Tell us now, as we'll start singing the Mother Green Blues.

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CRITICS AGREE—NINTENDO.COM IS THE “FEEL-GOOD WEBSITE OF THE YEAR!”

With Old Man Winter fast approaching, you can bet there will be an epidemic of cabin fever in the coming weeks. Fight those winter blahs with a daily dose of nintendo.com—it's good for what ails you!



mickeyspeedwayusa.com

We tried to come up with an even larger URL, but mickeyspeedwayusa.com will have to do. Be sure to bookmark the site, because typing that name in over and over might wear out the ol' keyboard!

Cart racing fans the world over have been on pins and needles for months in anticipation of Rare's newly released creation, Mickey's Speedway USA. And since the fellows in our online department can't seem to get it down, they decided to devote a massive new site to the racing phenomenon. Once you head over to mickespeedwayusa.com, you'll be able to engage in a variety of cool interactive activities. Nothing brings a feeling of pride like something you've made yourself, so we're giving you the option to design custom Mickey's Speed-

way USA stickers and bookmarks. All you have to do is print out the stylish paper for a personalized, original design. Write a thank-you note to Grandpa for giving you the great game, record your best racing times or just fold some airplanes. When you're finished, take a brother at Mickey's Driving School, where you'll learn overall game strategies plus tips and tricks for individual tracks. And be sure to click on Mickey's Pit Stop to wheel out screen savers and wallpapers. You'll never want to leave, unless it's to play more Speedway USA.

JUST TOOIE IT



Banjo was eager to jump with the new site, but Kazooie was a different story. We finally convinced her with ten pounds of online editor's food whenever she feels the urge.

banjo-tooie.com

It's rare when one publisher gets so much web space, but Rare's excellent winter releases leave us with little choice—not that we're complaining. The newest addition, Banjo-Tooie, is a wacky adventure and a winner on all counts. To complement your gaming experience, be sure to visit banjo-tooie.com.



We've designed the number one source for everyone's favorite bear and bird and even convinced them to help out. That's right, you'll be able to choose either Banjo or Kazooie to be your personal guide through the site. They'll show you all the goods, including our inspired challenges, and might even lend a hand—be a paw or wing, as the case may be. And if it's info you need, search no farther. We'll have the skinny on all the essentials, including Humba Wumba's transformations, Mumbo Jumbo's magical sayings, special moves, items and abilities. Don't miss out—Grandpa knows where you live!

QUICK BYTES

UPDATES

Last month we spilled the beans about the nintendo.com website upgrade—with new chats, improved bulletin boards, a search engine and lots of other goodies. In our never-ending quest to make it the best site on the web, we've also pushed the launch date back. Look for the new nintendo.com around the first of the year.

REVIEWS

EA took the world by surprise when it suddenly released *The World Is Not Enough* for the N64 a month ahead of schedule. But the shock has worn off, and agents everywhere are struggling with forces of evil—so keep your eyes on nintendo.com for reviews, tips and in-depth strategies.



NEW STUFF

New this month to our online home is a special section on family-friendly games. We'll be talking about a number of Paks that are appropriate for players of all ages—how they earned their ratings, what the game is about and, of course, how to get the most enjoyment out of it.

YAK YAK YAK

Why wait for the website upgrade to let your voice be heard? You can come to nintendo.com from 4:00 p.m. to 7:00 p.m. Monday through Friday and dive into our already spiffy chat room. Exchange information, critiques, barbs and strategies with gamers from around the world. Just don't try to sell us any get-rich-quick schemes.

PIKA?

We told you about the Hey You, Pikachu! website last month but didn't have a URL at the time. Well, worry no more. You can now make heyyoupikachu.com your website for all things cute and funny. We've even added a couple of new surprises, so if you've been there already, be sure to check back.

DKC FOR GBC

Yet another Rare game gets some online love in December. It's *Donkey Kong Country* for Game Boy Color, and we've got the good word. Not only is there a fun *Shockwave* game, but we've got the entire strategy guide in PDF format—everything from the first jump to the final boss battle. So don't miss out! Make like a barrel and roll to gameboy.com for the link.



PUZZLE PROMOS

Pokémon Puzzle League for the N64 has quickly become a gamer's favorite, and we're sure that its little brother, *Pokémon Puzzle Challenge* for GBC, will follow suit. If your interest has been piqued, surf your way over to pokemontpuzzleleague.com and look for the Toki Challenge link. There you'll discover expanded coverage of the pocket-sized puzzle, including in-depth strategies, colorful screen shots and everything else an aspiring Trainer might need to know.



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ESRB Rating System
Entertainment Software Rating System

Early Childhood	Everyone
Teen	Mature
Adults Only	Rating Pending



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BANJO-TOOIE™

The bregull and the bear are back in Banjo-Tooie, a Rare sequel that retains all the fun and adventure of Banjo-Kazooie while adding in many more moves, tons of transformations, extra eggs, bigger bosses and multiple minigames.



A HARD ACT 'TOOIE FOLLOW

After a memorable opening sequence that features Grunfeld's shocking entrance and Bardur's sudden exit, you'll find yourself on Spiral Mountain. If you need to learn the dark original set of moves, walk up to the molehills and press B. If not, enter the Digger Tunnel.

The Moronic Minion



It doesn't matter if Klango splits into several Klungos, turns invisible or grows impressively large—you just need to hit him or roll into him three times to defeat him.

The Mediocre Monarch



The King is concerned about the rising Jiggys only because they have a sackball tournament to play. He'll give you your first Juggy as a incentive to join up the Jiggies. Bot his son will give you the Anzac-o-Bace glasses.

MAP KEY

- Check Page
- Empty Hangarounds
- Glowies
- Mumbo Wumba
- Jangies
- Jigs 1
- Jingo
- Mumbo Jumbo
- Nohos x5
- Trouble Clief x20
- Wary Pad

GETTING JIGGY

Follow the path King Jiggling shows you to reach Jiggwiggy's Temple. Collect the golden Jiggies and bring them to the temple, where you will solve puzzles to open the fantastic worlds that Benjo and Kazooie need to visit.

Jiggwiggy's Challenge



You need one Jiggy to enter Jiggwiggy's Temple for the first time. Instead, solve a Jiggwiggy puzzle to open the way to Maryskin Temple. Other areas are opened in the same way, but the Jiggy totals are higher for each level!

The Isle o' Hags



The Isle o' Hags is the overworld that connects all of the other areas. Step on the metal slabs to open shortcuts between the different parts of the overworld, and enter every building you come to.

Backtrack Boxes



Boxes found in the overworld can't be accomplished the first time you visit the area. You'll have to go back to the area a 2nd time.

A LITTLE HELP FROM YOUR FRIENDS

You have two magical allies to aid you on your quest—if you can find the Glowbos to power the magic. Mumbo Jumbo returns from Barjo-Kazooie as a playable character, and Benjo and Kazooie's transformations are handled by Hurmba Wumba.

Mumbo Jumbo



Mumbo leaves his skull to perform magic spells while standing on the Mumbo Puff. He cannot crawl the levels and the overworld.

Hurmba Wumba



Wumba's magic transformations: Gupp and Kazooie help many of Hurmba's transformations, including a Sorcerer, a Ice and a Witcher.

MOVING ON

Benjo and Kazooie start the game with all their original moves and quickly learn many more from Beetle's cousin, Drill Sergeant Jambars. After the pair split up, each learns a few individual moves.



Jambars requires a set number of notes before he'll teach you each move. If you pick up all the notes in plus signs, you shouldn't have to worry about it.

JINJO RESCUE

King Jiggling's subjects are sometimes slaving out in the open waiting for you to pick them up, while others are very well hidden. The Jinjos also have deppelgins called Minjos who will attack you when you come near.



Walk over to the Jinjos to pick them up. They will return to their houses. Once all members of a family are rescued, you will receive a Jiggy.

MORE, MORE, MORE

You'll have to pick up more than Jiggies and Jinjos on your quest to defeat Grunilda. Most items add to your abilities or help you in some way, like the various kinds of eggs that Jambars teaches you to use.



Many items, including magical Glowbos, Chirps Puffs, Extra Koozies and all parts of items, will help you defeat the Jiggies you need to succeed.

MAYAHEM TEMPLE

A verdant, somewhat ruinous area, Mayahem Temple is dotted with several ancient-looking stone structures guarded by fierce cat-worshippers called Mogges. The level is rather small, but its somewhat circular shape and many stone steps make it seem large and intimidating. You'll learn three new moves in Mayahem.



Mayahem Temple is conveniently located right next to Jigglywig's Temple. Follow the path the Crystal Jiggly sets out if you must, but there's really no way to miss it.



Golden Power

Statuesque



Give Mania the Gemba located inside his skull to play as the character Statu! as the Mogge is able to raise and control the Golden Gemba. You can't control it for long.



Use the gold statue to lock the loculur covering the Flying Pad and the locked stone doors. Beyond the doors that open completely, walk through the rock as the statue is ready your first Jiggly.

Shoo(x) Flies



Go over the rope bridge to Bows and use the Egg Arm to shoot the flies out of the air. She'll reward you with your second Jiggly for your hard work.

Just Kickin' It



Transform into a Stony at Humba's, then walk up to the small pyramid gearlessly by the large cut. He will let you in the Mogge Kickball Coliseum where you will play Stony Kickball.



The three levels have slightly different elements, but if you can get lots of gold balls in your goal while keeping your opponents from doing the same, you'll win a Jiggly.

Turn Pa Stony



Give Mania the Saborin you find behind her window. She will reward you into a Stony that can play Kickball and control it. This stony is special.

Disturb Saslumber



Saslumber, the ancient Jade Snake Grave, wakes up if you loudly approach the Jiggly by its side. Tip-toe by moving the Control Stick very slightly is what the Jiggly wants.

Top of the World



Don't rush to enter Targito's Temple at the top of the hill. Keep climbing the structure, using the lantern to toss across the steep ramp, until you reach the Jiggly at the top.



Not-So-Easy Targets



Wander around the labyrinthine temple, picking up stanzas as you go. You can skip and enter the Slightly Sacred Chamber after you collect two stanzas.



You need 20 stanzas to enter the Really Sacred Chamber, where you'll fight Targito's Sneaky. Banjo and Kazooie will avoid the traps, then take out the critter. Repeat to defeat Targito.

The Priceless Right



Shoot eggs into the gargoyles' mouths to open the door to the Sacred Chamber. Use Trip-Grab, Shock-Jump, Grip-Belt, then climb to get into the tunnel. Toss the blossom to pick up the Priceless Right. Tossy returns to Chief Blossom for a Jiggly.

Wading to Exhale



Jump on the water then climb up the rocks to reach the top of the prison Grip Grab to the cliff on the left, then drop to the Wading Beeps. Wade through the swamp to reach a Jiggly.

Jiggly Drill



Go under the water, where you've learned the fall drill, to a hidden area where you can drill the rock covering a hole in the ground.



Inside the hole, you're the first pile to the right of the entrance. Confuse Bumpo with the pillars to get the Jiggly low enough to grab.

SERGEANT JAM-JARS



EGG JAM

The Egg Jam allows you to shoot eggs from a first-person perspective. You can't walk around while using the Egg Jam, but it's a small price to pay for accuracy.



GRIP GRAB

Pokey ledges, ropes and other obstacles are a lot of a problem in some Jam-Jars because you're Grip Grab. Deep and often to ledges and walk across them with the skill.



BLOSSOM BLASTER

The art of bird handling is called the Blossom Blaster. With it, Blossom can shoot eggs from Kazooie much like a normal bird would shoot water out of a squirt gun.

MOYAHTEM TEMPLE JINJOS



The first Jinjo is enjoying a dip in the water to the right of the entrance to the level. Use a dip in the water and swim by the Jinjo to reach it.



You'll find a Jinjo standing in the middle of the rope bridge that also leads to Broom and his thicket of traps. Walk up to the Jinjo to reach it once.



Across from the entrance to Jade Snake Grove is a Jinjo on a ledge. Grip-Grab to the ledge, then climb up to save the stretched soul.



Behind one of the many sliding stone doors in Moyahtem's temple, you'll find a secret passage that leads directly to another Jinjo.



On top of the Moyahtem Colossus, you'll find the last Jinjo. Use the Stone Pedestal to reach the level's entrance to fly up to the top of the colossus.

GLITTER GULCH MINE

The dusty mining community of Glitter Gulch Mine is packed with enemies that will shout "Hoody!" before they wallop you. The beige sameness of the level can get very confusing—be sure to look for landmarks and pay attention to where you're going.



Walk to the ledge to the right of Myerson's furnace with the red and Grip-Grab access it to the door that takes you to the Plaza—and the southern entrance of Glitter Gulch Mine.



Prison Break



As a Starv, learn the combination to the prison from a strus and use it to open the door. As Rango and Karkass, fill the hole to release the robot. Go through the hole to accept a Jiggly reward.

Completely Crushed



After the boulder is inside the shed, run along the conveyor belt to the far wall, then push the button. Run back outside and feed all three Jiggly neighbors.

In Training



While the righted train, make an Old King. Deal for a Jiggly and the right to ride the train. Stand on high ground and send a ton of Jiggly Coal's way to defeat him.

Blow-Up



The Detonator will automatically attach itself to a fuse when it's brought over to one. You'll see the Detonator to open the Cherry Grove and the Potted Cereus.

Raising Well



Master's Mop will push the boulder and place it in the Graveling Shed. Master's Mop will also open the train station to get Chuffy back on track.

Chuffy Express



Open Train Station in each level so Chuffy can visit them. Call Chuffy at the Train sign, or jump in Chuffy's Cab (see step on the train control pad to take a ride).

4 **Big Bang**

In the Entrance Storage area, use the **Beak Magnet** to snap the smallest spikes of dynamite with a very short amount of time to earn a **Jiggly Lock** around every corner for the explosion.

5 **Gate Run**

Step on the **Gate Switch** not far from **Wanda's Warehouse** and watch the **gate** that shows to the gate. Use the **Turbo Booster** near the entrance to speed through the gate to collect the **Jiggly**.

6 **Swimmingly**

Rise the door to the **Flooded Caves** at point 1 on the map on page 20 with the **Getonator**, then follow the map to swim to the darkened room to pick up a **Jiggly**.

7 **Dark Walk**

Shoot the generators with a **Fire Egg** to shed some light on the platforms to the **Jiggly**. They'll shut down fairly quickly, so keep moving.

8 **For the Bird**

Blast **Canary Mary's** cage with a **Granade Egg**. Then meet her near the **Iron Station** to receive a **Jiggly** if you can tap it fast enough, you'll win.

9 **Power Play**

After **Benjo** and **Kazooie** are able to **Split Up**, go back to the **Power Hut** and place **Benjo** on the switch. Send **Kazooie** after the **Jiggly** solo.

10 **Jump Up**

Learn to use the **Springy Star** (which **Sergeant Jankjars** find), then return to use the **shovel** in the crate to jump up to the **Jiggly** waiting in the recessed cave under the small water fall.

11 **SERGEANT JANKJARS**

Climb up the rocks above from the **Prospector's Hut** to lower the **Ball Drill**, which uses **Kazooie's** unbreakable beak to break even the **Nipnet** holders.



You'll find the **Beak Magnet** move just outside the entry place you'll now have to use it. Again, it's **Kazooie's** unstoppable beak that powers the sword-like attack.

12 **GLITTER GULCH MINE JINJOS**

You'll pass the **Jinjo** in the mine's tracks when you receive **Canary Mary** on the main map. Walk back to the spot to pick up the **Jinjo**.



Use the **Ball Drill** on the boulder in the **Rocky Area**. Come to live the **Jinjo** approached because it moves quickly, or wait and cut—the you could prove fast.



Another **Jinjo** is trapped under a boulder, this time at the top of a hill near the **Iron Station**. Use the **Ball Drill** on the off-lying boulder to free the **Jinjo**.



At the **Getonator**, blast through the door of the well next to the old **Iron**. **Jinjo** is behind it. Enter the opened door, swim through to the other room, then pick up the **Jinjo**.



Swim through the **Water Supply Point**, **Jolly Roger's** **Lagoon** to drop down to the top of the mine in **Glitter Gulch Mine's** **Water Storage area**, where the last **Jinjo** is located.



WITCHYWORLD

The brave and skilled will find Witchyworld quite amusing, even if the attractions in Witchyworld are rather repulsive. The theme of the park seems to be "danger," so be very careful as you try your luck at the games of skill and chance.



Use the Fine Eggs on the Fine Egg Switch on the far left of the Puttana to open the way to the Puffana and Witchyworld. Take eight Jiggys to Jiggyparty to open the door.



Make the Big Top



After you've learned Airborne Egg Armig and blizzards all the slot-machine exposures to pick up the tickets, you can enter the Big Top to fight Mr. Patch. Shoot out all the patches to win a Jiggy.

Win Go



The Win coin "upright" coins to pay for the Driftless Down and the Puttana. It can also keep its fire to enter the Win Doors and return about Witchyworld.

Power Up



Mentor's spell gives power to the Driftless Down, the Star Slicer and Jaws II. Just find the Mentor Parts and start electrifying.

Test Your Strength



You have to hit the pad three different ways to ring the bell. Use Hit&Kick Buster, a Bill Drill and a Grenade Egg. You have a limited amount of time, so it's best to work quickly.

The Tower in Inferno



Spirit Bangs and Knives. Leave Bats on the Shock Jump Pad Switch, then send Kacrow up the spiraling metal tower to the Shock Jump Pad, which leads to the Jiggy at the very top.

The Twinkles Defense



After depositing a coin in the box, you can play three games with ten-pair cans. Just run over so many Twinkles as possible to earn a Jiggy.

High Diver'

Climb the ladder to the top of the Dive of Death, then carefully walk to the end of the thin plank to reach the Jiggly. You can also nudge Bump down to Grip-Grip across the plank.

Spin Cycle

Jump onto the first pole and move to the middle. When you see the next pole appearing in front of you, jump over it! At the end, jump high to reach the Jiggly. Be careful!

Bursting with Excitement

Split the heroes to have them stand on either side of the Pump Monster 2 to enter the Crazy Castle. Inside, shoot a bunch of balloons to enter a Jiggly.

Plenty of Hoopla

Split Bump and Kaseem and enter the Crazy Castle with a solo Kaseem. Use the Turbo Bombs to speed through the hoops. If you earn plenty of points, you'll earn a Jiggly.

Flying Saucery

Take the Sky Ride over to the Saucer of Park, where the box you freed from Gitter Gulch has agreed to reveal a Flying Saucer. When you reach it enough points, you'll win a Jiggly.

Family Way

Let the small boy to send her back to Mama, and give the girl a kiss to convince her to return. After you've learned the Top Pack in Jerry's Land, you can pick up the third, overgrown child of Mrs. Doggy's to earn a Jiggly.

**SERGEANT JAM JIGGS**

Near the Dodgins Dams, Jammers will teach you how to aim eggs while flying in the air. It's not very different from aiming your niftyshoes also.

EGG-SOME EGG RACING

Behind the Big Top Tent, Bump and Kaseem finally learn how to part company. When the two learn, they'll report to two hypnotized character eggs.

SPLIT UP

Dodge enemies like Pook! When you see Kaseem's car inside his backpack, split the gear and take only Bump to Jammers to learn the move.

POOL WORK**WITCHY WORLD JINJOS**

To reach the Jinjo that's stranded on the Big Top, simply walk or take a hot air balloon that hold up the tent. Take a hot air balloon and the tent to view the Jinjo.



Flip-Flop your way to the top of the eggs clear outside of Crazy Castle. Use the Grip-Grip to move along the ledge to the top near Crazy Castle.



At the Win, drive over to Area 51, then keep your horn in front of the Van Drive. The rear will open to reveal a Jinjo that you can give a ride home.



Climb up the pole in the center of the Dodgins Dams, then take a hot air balloon to the top of the stick, metal chain to reach the Jinjo.



Inside the Coat of Herring, use Grandma Eggs to blast the cages that contain the poor, hapless creatures, including the last Jinjo you'll need to rescue.

JOLLY ROGER'S LAGOON

Water, waste, everywhere—you've got to stop to think. You'll never hold your breath that long, so make Mumbo's Skull an early stop in Jolly Roger's Lagoon. Stop by the Inn to meet the area's name-sake—he's not as jolly anymore.



Split Bongo and Kazooie on the Platform, then have them stand on their pads in front of the staircase, which opens to reveal the Cliff Squares.



Suppress a Pawn



Collect 20 Doubloons from the ground and water, then take them to Peeper's Emporium to pick up your first Jigg.

Breathe Easy



Mumbo's only spell in Jolly Roger's Lagoon sends a stack of air built into the water, allowing it with plenty of breathable oxygen for Bongo and Kazooie.

Ice Try



Use the Titan Torpedo to open the Krazzie door in the UFO. Shoot four Ice Eggs into the generators within 25 seconds to make the UFO well fly away, and reveal a Jigg.

Saving Bacon



Shoot the stations on the sea floor following the order of the Greek letters on the building inside the island, shoot the fish that try to attack the pig to earn a Jigg.

Dental Barn



Shoot out the teeth of the Big Fish in the small cavern, enter its mouth, then hang a left to locate Mummy Maggie, Jolly's partner. Return to Jolly's to pick up a Jigg.

Clearly Fishy



Look for the clear fish in the places indicated on the map. One random fish will hold a Jigg that can be Water-Torpedoed out. The others have good things inside, too.



Gully must-haves



The Submarine is the only thing that can withstand the diva's acid-bleaching frog look in the Lockers Cavern. It moves nimbly and always topples, too.

Mine your Manners



Enter the deep tunnel in the Lockers Cavern with the Submarine to play Grammy's mine game. As usual in the shooting games, cooperate on lasers and Blues to score high and win the Jigg.

Woo Fak Fak Attack



To earn a Jigg with you're in the Lockers Cavern with The Sub, know open Grammy's locker to find the Woo Fak Fak. Blast its glowing balls with torpedoes, they attack its eyes once they're open.

Match Job



Return to the Lagoon if you've learned Hatch in Korydystyled. Hatch the egg, then smack the baby turtle to right it. You'll earn a Jigg.

On a Pedestal



Learn Slide in Hatline Peaks, blast the gumball machine in Jolly Roger's back room to open the entrance to the Gauglers' Cavern, then slide down the stairs and over to the Jigg on the porch.

Pool Party



Clear the water by Shock-Jumping up to Jolly's Roof! Grip Goggles over to the pipe, smashing through the pipe cover, and pushing the button in the Waste Disposal Plant.



Push George the Cube from the machine (George is designed to be not visible to Hatline Peaks), then Shock-Pick to the super-steam control switch to warm the water.

SERGEANT JAMJARS



SURF AQUA SWIM



WIND WACK



TALON TORPEDO



JOLLY ROGER'S LAGOON JINJOS



Rest the room in Jolly's Inn, Jamjars is inside, willing to teach you Sub-Aqua Aiming, which makes it possible for you to shoot straight underwater.

Who Knew to Jamjars' olive Turtle View Cam, where she'll learn to swipe the bad guys with her wings. She'll be far less vulnerable.

Enter the Electric Solo's Lot to learn the Snake Torpedo, which allows Kuzado to open the underwater doors (using her picture).

Go behind the counter in Blah's Winecase. Here to use the Shook Jump Pad concealed there. Walk along the rafters to pick up the Jigg.

If you give Blahher a Downside, he will give you his last possession—a pair of Jargo Tinklers that will allow you to walk across the water to the stranded Jigg.

Inside the random chip you'll see a treasure chest with a picture of a Jigg on its side. Blow it up, then swim over to the found Jigg.

Inside the Scattered Sarcoph, a Jigg awaits on a ledge. Slank the carved maulers when they attack, then surface climbing to the Jigg.

Inside the Top Pick, take a right instead of the left that leads to Merry Moogle. You'll come across one of your Jigg's charts.

MINI GAINS

Benjo-Tootie has plenty of extras that make it a much bigger package than its predecessor. Replays give you the option to take a "do over" with the bosses, minigames and cinema scenes you've already experienced. Multiplayer lets you share the joy of the wacky minigames with up to three of your best buds.



Replay Mode




Once you've played a minigame, defeated a boss or watched a cinema, you can see it a gain by selecting the picture console on the game load screen then selecting the event you want to replay. Four cinema scenes, 12 bosses and 23 minigames can be available for replay.

Multiplayer Mode



Hand over to the N64 console as the game loads scenes to begin playing multiplayer games with your friends. There are 14 games to choose from. You can set up a tournament that features a handful of the games or all 14 in a row.

BEWITCHED

There are four more large worlds to explore for yourself in Benjo-Tootie, including the barely organized grime of Gooney Industries and the dinosaur-drenched drama of Terrylsycandyland. Finally, you'll enter *Cashlon Keep*, Grunty and company's timer sanctum, where you'll come face to face with the evil witch herself—and a quiet Steady up, or you might fail. 



BATTERIES NOT NECESSARY.

THUMBS ARE.



Cover Disc



Talking



Poké Ball



Water Action



Mega Evolution



POKÉDIE Action



SHOOTING

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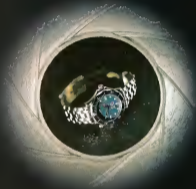
Thumb's like come in handy when you collect Pokémon Gold and Silver Mini Game Boy toys. Each one has a unique, non-electronic, playable function, like the water action game or the hover disc game. 8 functions in all. And each comes with a collectible Pokémon figure. You'll find them only in every delicious Burger King® Kids Meal. Just what you need to get a good thumb workout.



POKÉMON

Nintendo





GRAPPLING HOOK



NUCLEAR



DETONATOR



MISSILE LAUNCHER

INDIANA JONES™

and the
INFERNAL MACHINE™

As a new chapter of history begins, Indiana Jones must keep the Cold War from heating up in *Indiana Jones and the Infernal Machine* from LucasArts. Discover the secrets of Indy's most ambitious adventure for the N64!

He has unearthed the Ark of the Covenant and glimpsed the remains of the Mayans and Aztecs. Now, *Indiana Jones and the Infernal Machine* carries the adventures of the Professor of Archaeology to a new level. Indy steps to the ground, enters an 1800-year-old mine with his famous bull-whip through more than 16 levels of 3-D exploration. Each level has much to discover, including valuable treasures that can be exchanged for helpful items. Indy's adventure begins in the American Southwest and moves to Babylon, the Tian Shan Mountains in Kazakhstan, King Solomon's Mines and all corners of the earth. The game will be available for rental exclusively at Blockbuster Video and for sale online in mid-December. Log on to conspirencelucasarts.com or go to blockbuster.com for more information.



MP-RVW IT RATES
Indy fights adversaries with a variety of weapons, including several different firearms. The game is rated 'Teen' by the ESRB for realistic simulated violence.

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CANYON



The Canyons level in *Indiana Jones and the Temple of Doom* serves as an introduction to game play basics. There, you will learn to navigate the game world and perform all of the tasks that you must eventually master to make your way to the Infernal Machine. As Indy looks over the edge of the canyons he says, "Time to go to work," and the adventure begins.



1 Your first major obstacle is a rock slab that blocks a passage. Pull it, then climb it to reach the first treasure.



2 Before dropping down to explore the pit, switch to the Revolver and pick off the snake on the ground from above. Once you've had a look around, climb back up to that last ledge, jump over to the ledge on the right and use the Red Whip to reach the top of the building. You'll reach here then fall through the rest.



3 After Indy locates the fact that there are no important discoveries to be found in the cave system itself, you will be able to find a few treasures in the area. Pick them up, then climb up to top of the massive rock block that looks over the area with the tree. From there, grab the ledge to the right and race along that ledge to a piece where you can climb up. After a few more easy jumps, you'll make your way to the end of the level!



Indy's Trading Post

After every level, you can cash in your treasures for items that will help you move forward from damage. You'll find that the items are much more valuable to you than the diamonds, kids and trinkets that you've been collecting.

4 Sophia Delivers a Message

An old friend, Sophia Hapgood, is waiting for Indy at his camp. She tells him about a Russian effort to find powerful artifacts at the site of the legendary Tower of Babel. The newly formed CIA wants Indy to investigate.



BABYLON



Indy's next stop is the ancient land of Babylon. There, he will find a Russian camp where scientist Genadi Vodnikov leads the effort to uncover the pieces of the Infernal Machine. Indy must find the pieces fast if they fall into the wrong hands, or the results could be devastating.



1 As you begin, climb to the top of the four-standing pillar in the middle of the first area. Then jump to the narrow ledge and make your way to the top of the building that houses the radio antenna.

2 A Revealing Conversation

In the radio building, Vodnikov tells one of his comrades about his search for the Room of the Tablets. That, according to the scientist, is the key to their next discovery.



3



From the east, jump to the top of the stone arch, break the ledge to the left and swing to the right while keeping in the ledge. When you drop down to the next arch, avoid the guards and enter the door quickly.

5



A machine guard blocks the entrance to the east. Shoot the machine barrel to take him out. When two more guards approach from the left, turn quickly and fire. After you've dealt with the first three guards, take down your third attack the last two guards from above. Once you've eliminated all the guards, you can search the way for first aid and an anti-aircraft kit.

7



The entrance to the main control operation is blocked by a gate. Beside tracks drive past the gate at regular intervals. When you jump onto a passing truck, help will duck automatically and hit as the roof of the truck as it carries the car/gate. Once you're in, eliminate the guards in the area as quickly as possible, being sure to aim at captain barrels when guards are within damage range.

9



The entrance to the generator room is to the left, near a desk and other equipment. By entering the generator, you will open the gate and inadvertently alert a pair of guards. Exit the room with gun drawn, then eliminate the guards quickly.

10



There is a large crate behind the door gate. Move the crate to reveal a low clearance passage. Run crouched through the passage to a flooded tunnel. While swimming, turn right, then left, then down to enter the next area.

12



With the remote rifle, then walk down the stairs to the locked door. Use the remote key to open the door, then back up and fire at the TNT in the room from a safe distance. The explosion will open a hole in the floor. Dive through the hole into a pool. Climb out of the pool, then follow the passage to a dead end. By pulling out the heavy crate, you'll create a platform to drop, taking you down with it.

4



When you emerge from the cave, hang from the ledge to the left and slide over to the gap between pillars. From there, jump to the ledge on the other side of the room to collect a treasure. Hang from that ledge, then drop down to the next level, jump across the river again and swing on.

6



After you climb the ladder to the next section of cave, eliminate the guard that blocks the exit for items. Pull the switch to open the gate, enter the passage, then push the crate in the passage so that it is positioned under the opening in the ceiling. Climb up over the crate, turn around and climb out of the hole.

8



When you reach the room with the crate, defeat the last guard then climb the crate and jump up to the balcony from there. Turn left, run down the stairs and swing over the long gap with your Delfino. Climb down the ledge, then climb over the ledge to the left.

11

Timely Assistance

Just when it looks like a Russian guard has truly escaped, CIA operative Simon Turner will appear on the scene and take out the guard from behind. Turner wants Indy to find and retrieve the Morduk brief.



13



When you reach the room with the round map, you'll find a collection of gears that operate the elevator to the left. Use the gears that you found in the last level to complete the mechanism. That will raise the elevator 7 to move up, giving you access to a large room. Drop down to this floor and quickly obstruct the floor with sculptures. Once they are gone, you'll be able to hold your weapon for a while.

14



Search the area for treasures, then climb the ladder to the top. From there, drop down to a narrow ledge, then run and drop to the top of the pillar in the center of the room. Indy's weight on the pillar will trigger the opening of a passage on the floor. Crawl through the passage to find the Munch bot.

15



With the idol in hand, climb up to the second floor of the main room then push the large block out onto the ledge. Use the pathway from the block for access to the third floor. Collect the first piece of the idol at this top across the bridge to collect the second piece. As you pass the main room, turn left then jump down to the next ledge while obstructing the wall to slow your fall.

16



By taking over pieces of the collapsed bridge and ledge, you can reach the room that holds the first robot piece from the first.

17



Be sure to be close with the large circular map and place the table in the wall to the right. Dr. Jones will read the inscription to gain insight on the whereabouts of the pieces of the machine. From there, move the block on the platform out of the way then push a switch to raise the platform.

18

Passage to Kazakhstan

Simon Turner waits outside with his eyes on the idol. After a short discussion, Indy takes Turner's jeep to begin his search for pieces of the Infernal Machine. The quest continues in the Tian Shan Mountains of Kazakhstan.



The mystic mountains of the Tian Shan range are home to one piece of the Infernal Machine. Indy studies the mountains then descends down to a location that should be close. The adventure continues.

1



Take the staircase and look from the cave near the start point, then follow the web downward. After you find some treasure, you'll reach a bridge. Walk across the bridge then climb up to a ledge. From the ledge, jump up onto the bridge then follow the path to the left. Take the first left off the path and make your way to a tower. Pick off the guards in the area then jump across to the tower. A ladder at the top of the tower leads to the building below.

2



Climb down to the lowest level of the building, eliminate the guard, then open the door to the next room. Take out another guard, climb onto the first box to the right that is not on a stack, then jump up and climb into the air vent.

3



When you reach the lecture room, grab the rifle and clear rooms to the lockers. Next, advance to the water and use the rifle while close to the dock. Indy will jump in and start paddling.



While paddling downstream, try to avoid sharp rocks. If your raft is positioned up the rocks, you can use a repair kit to patch it. After you finish, search for a treasure below the ancient large rock that you see. Then cross the bridge and turn left where the path splits. This way, you will find a robe that has a power for four candles. Finally, there is a candle in your next quest.



When the river splits, guide the raft to the left. Turn left again at the next split. The E zone leads to a stream where you can pick up the first candle. Listen to the river and follow the flow to the right. You'll see a tunnel. Before you reach the tunnel, turn to the right and go under the bridge. Climb out of the raft, collect the nearby items, then cross the bridge to the old mill.



Follow the river to the bottom of the elevator shaft, where all of the river's branches eventually lead. Pull the handle that lifts the elevator to the top. If you need raft repair kits, take them from the guard shack. Next, follow the river to the left, then to the right. You'll find a tower in an stream to the left. Break the wooden wall with your fist along, then jump through the window and pull the switch. That will grant access to a candle in the next tower. The last candle is down the river, in an old stump.



Return to the path and follow it down to a guard shack where you will find a key. Use the key to unlock the raft repair kits and a fast aid kit. Continue down the path to the structure at the top of the elevator shaft. Put the raft back into the river nearby.



Your goal is to reach the candle on the second floor. Jump from the platform on the second floor. Work your way along the wall to the other side of the river. Then jump to the left again, then the middle platform, then the second floor again.

9 Candles of the Four Winds

Return to the temple with all four candles. Place them in their holders, then light them. You will trigger a mechanism that opens access to a bridge. The bridge will take you to a mountain sanctuary and one step closer to a piece of the machine.



SANCTUARY



Shambhali Sanctuary is home to Uren's piece of the Infernal Machine. To uncover the place, you must demonstrate good climbing and jumping ability, strong puzzle-solving skills and dominance over a giant ice monster. Dr. Jones always reminds his students that archaeology requires many hours of study and persistence, but he doesn't tend to get his share of excitement, too.



When you enter the building, climb ladders up to the second floor. Then push a button on the wall to drop a ladder. Climb the ladder to the courtyard then cross to the left side of the courtyard and climb up to an elevated brick wall. Scale the wall, run to the other side of a building at the top, then drop into a hole.



The lower floor features several doors and switches. When you enter the tower, rotate the switches until the operational lights turn on and work your way down to the base of the tower, then climb down a ladder.



3 You'll encounter a small ice creature in the tower basement. Follow it through a room full of gears, then continue to the bottom of a deep shaft. You'll narrow the path by swinging off the ledge to the right and sliding down the slope.



4 You'll find a large gear on top of a block in the clockworks. Move the block toward the center of the room so that the gear connects to the rest of the machine. That will put the machine into operation. Next, make your way to the top of the tower and hit the switch.



5 By pulling levers at the base of the tower, you will cause all of the ladders to slide away to the right, including a ladder at the top that gives you access to the mechanism that will raise the tower bell. After that is done, return to the clock tower and find a lever that is one level above the clock. Then pull it to wind up the tower bell ringer. Return to the bell tower and pull the lever that is at the same level as the bell to bring the bell ringer across the bridge.

8 The Bell Keeper Appears

When the tower bell ringer crosses the bridge and swings its hammer, the massive bell will rise to the rafters, revealing an old woman. The woman tells Indy about magic and spells and asks him for a treasure that will give her the strength to help him on his quest. She gives Indy a key to send him on his way.



6 At the base of the clock tower, you'll find a place to use the bell keeper's key. When the hour ring, which has moved and turned immediately to the right. You'll find a new room that is populated with small ice creatures. Clear them away.



10 Climb the ladder to the room with two beds, then hit the switch to gain access to a treasure. Return to the lower floor and enter the room with a single bed. Climb onto the bed, jump up and pull yourself up to the rafters. There, you'll find a useful herb and a light passage to the next room. Crawl through the passage three steps. After you collect the Moonstone Shard, the gears will be out of reach.



11 In the room with the water and the statue, you can open the metal gate for a short period to run on the guards in the area. Next, climb up to the ceiling and turn it clockwise twice. That will give you access to a room below the statue. When you pull the treasure in that room, a trapdoor will fall. Carefully climb down the hole, and watch for spiders as you go.



12 In the next passage, the colorful floor panels set a trigger for traps. Crawl over those panels to avoid the crushing pitfalls. Then drop down from above. In the next room, hit all the ice creatures from a distance then climb the ladder while ignoring the switch.

13



Like the elevator, then use the Monitor Switch to enter a new room. Hang off the ledge and slide to the left. Drop to a platform on the right side of the room, then hang from platform to platform, avoiding the brackets that block them. You'll reach a room on the other side.

15



Fall down to the platform in the corner of the room. At the bottom, use your Bullship to swing to the other side of the room then follow the platform. Near the top, you'll pull out a hook that you can climb to gain access to the highest point.

17



There is a flower pot in a stacked room. You can enter the room by swinging through the window. Disarm the guard outside, then hang and slide to the window on the right. Place the bulb into the flowerpot. The entire assembly will fall into the water, and the plant will begin to grow.

19



Slide down to an area with four crates. Feed the giant ice creature exactly one more to the room to at last hit the large blue switch. Once done, climb up the short wall and pull a lever a block from the wall. Next, turn around, run to the area with the red symbol and climb up the hill.

14



If you fall, you'll probably land in water. Climb out of the water, push a switch to make the elevator go down, then use the elevator to return. After you deal with a flying platform, find the key switch for and eliminate the spider in the area. Next, jump back to the middle platform and move along to the wall, near the way into the room. Jump into the narrow ledge on the right and fall to a platform in the corner.

16



As you approach the prize, a ramp goes, but a cage will fall to cover it. Use the key to open the cage, then activate the bulb. Jump into the water from there to return to the room with the statue. Near the edge of the waterfall, pull yourself up to the girder, then jump to the right to land on a platform. Once there, push the bar to make a ladder rise up. Then climb the ladder to the next room.

18

The Magic of the Flower Revealed

When you climb to the girder at the top of the waterfall and use your Bullship to swing to the shutters between the platforms, you will be able to retrieve the precious flower. Take the flower to the keeper of the bell. The single of the flower will transform her into a young woman. That will give her the power to open the door to a new passage. You're getting close.



20



Some of the stones in the path will break, many will fall as you step on them. Keep moving. Use the Bullship to climb up to the top of the room, then jump over to the door and enter the next room. There, you will find a piece of the Internal Machine.



THE ICE MONSTER AND BEYOND

Virgon's three protective power doors will help you defeat the giant ice creature. Use the piece of the machine when the monster approaches, then avoid the monster as the apparatus recharges. Three hits will do in the beast. When the creature is gone, use Virgon's Part once more to shatter the door. On the other side of the door, you will meet the bell keeper for advice on where to go next for more pieces of the gasoline and more gripping adventures. The bulk of your journey still lies ahead.





PAPER MARIO™



Gamers everywhere rejoice as Mario—the most popular character in video game history—returns in Paper Mario, a brand-new adventure for your N64. Read on for exclusive information, screen shots and more!

© 1999 Nintendo. Game by Intelligent Systems.

Super Mario 64 was the breakthrough launch title for the Nintendo 64, and its continued popularity years later attests to both a superior game design and Nintendo's ingenious wiring power. Paper Mario expands upon that history by wrapping familiar characters and plots into a whimsical world of truly amazing beauty. Perhaps the most surprising aspect of Paper Mario is this:

It's a role-playing game—but one unlike any other ever encountered. In true RPG fashion, Mario will gain experience points, advance in levels, talk to hundreds of characters and accomplish pleads and tasks across vast, colorful landscapes—yes by talking to his hat, jumping on enemies and leaping into large green pipes. The game actually goes to the next level.

Who's Who

Super Mario is filled to the brim with familiar faces, but now it's presented in a fresh new light. As you guide the plumber through his quest, you'll encounter such characters as the

The Worlds

Each world contains a number of levels, including the main level, a secret level, a bonus level, and a boss level. The worlds are designed to be played in order.



Dry Dry Desert

It's a hot, hot world, and the levels are designed to be played in order. The main level is a desert landscape with palm trees and a small structure. The secret level is a desert landscape with palm trees and a small structure. The bonus level is a desert landscape with palm trees and a small structure. The boss level is a desert landscape with palm trees and a small structure.



Forever Forest

The main level is a forest landscape with a large structure and a small figure. The secret level is a forest landscape with a large structure and a small figure. The bonus level is a forest landscape with a large structure and a small figure. The boss level is a forest landscape with a large structure and a small figure.

Shy Guy's Toy Box

The main level is a toy box landscape with a large structure and a small figure. The secret level is a toy box landscape with a large structure and a small figure. The bonus level is a toy box landscape with a large structure and a small figure. The boss level is a toy box landscape with a large structure and a small figure.



Lavalava Island

The main level is a volcanic landscape with a large structure and a small figure. The secret level is a volcanic landscape with a large structure and a small figure. The bonus level is a volcanic landscape with a large structure and a small figure. The boss level is a volcanic landscape with a large structure and a small figure.

Shiver Snowfield

The main level is a snowy landscape with a large structure and a small figure. The secret level is a snowy landscape with a large structure and a small figure. The bonus level is a snowy landscape with a large structure and a small figure. The boss level is a snowy landscape with a large structure and a small figure.



Game Play

Paper Mario's plot is a knock-off of RPG dialogues, and the ability to use special powers is mostly limited to the classic Mario Bros. style. At best, it's a bit of a gimmick, but it's a fun one. The game's story is a bit of a knock-off of the original Mario Bros. story, but it's a fun one.

Badges



As you explore, you'll find a variety of badges that can be used to solve puzzles and defeat enemies. Some are simple, while others are more complex. You can find them in various locations throughout the game.



Some badges can be used to solve puzzles, while others can be used to defeat enemies. For example, the Attack FX badge allows you to attack enemies from a distance.



The menu shows the names of the badges and their effects. For example, the 'Power Bomb' badge allows you to throw bombs that deal more damage than regular bombs.

Combat *MP*



As Mario moves through the Kingdom of Toadstool, he'll encounter a wide variety of enemies. While he can attack them with his fire, he can also use his special abilities to solve puzzles and defeat enemies.



When you enter Combat Mode, the game will show you the enemy's stats and weaknesses. This information can be used to plan your attack strategy.



Some attacks can be used to solve puzzles, while others can be used to defeat enemies. For example, the 'Power Bomb' attack can be used to destroy enemies that are immune to fire.



Getting Around



As you explore the Kingdom of Toadstool, you'll find a variety of enemies. While he can attack them with his fire, he can also use his special abilities to solve puzzles and defeat enemies.



The Kingdom of Toadstool is a large, open world. You can explore it at your own pace, and you can find a variety of enemies and puzzles along the way.



As you explore the Kingdom of Toadstool, you'll find a variety of enemies. While he can attack them with his fire, he can also use his special abilities to solve puzzles and defeat enemies.

Items and Experience



Super Mario Bros. Wonder is a 2D platformer that's as colorful and imaginative as the classic games it draws inspiration from. It's a love letter to the series' roots, but it's also a new chapter in the franchise's history. www.nintendo.com/games/detail/super-mario-bros-wonder



One of Mario's greatest adventures is the one that takes place in the world of Paper Mario: The Thousand-Year Door. It's a story of friendship, bravery, and the power of imagination. www.nintendo.com/games/detail/paper-mario-the-thousand-year-door



Super Mario Bros. Wonder is a 2D platformer that's as colorful and imaginative as the classic games it draws inspiration from. It's a love letter to the series' roots, but it's also a new chapter in the franchise's history. www.nintendo.com/games/detail/super-mario-bros-wonder

See the Sights

all rendered in vibrant colors and in first-class 3-D. The game also produces some very funny moments—such as Mario slowly drifting like a falling leaf from a great height, falling into a hole, and getting stuck in a familiar land as Mario lost the world over.

Super Mario Bros. Wonder is a 2D platformer that's as colorful and imaginative as the classic games it draws inspiration from. It's a love letter to the series' roots, but it's also a new chapter in the franchise's history. www.nintendo.com/games/detail/super-mario-bros-wonder



It Begins...

It begins with the familiar faces and worlds, while RPG fans can rejoice at the thought of one of the deepest and most customizable RPGs so close to home for any system in a very long time. Add in a glacial world, hundreds of special powers, dozens of hilarious events, funny dialogue and tight gameplay, and the result is the Mario game we're all been eagerly awaiting. www.nintendo.com/games/detail/super-mario-bros-wonder



"The Biggest, Baddest RPG to ever hit the N64!"

- IGN64



Ogre Battle 64

Person of Lordly Caliber



Over 50 Hours of non-linear gameplay on one of the largest N64 casts ever
Fight epic battles while commanding over 50 types of characters
Experience an epic storyline worthy of the Ogre Battle name



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The Big Takedown

WWF & WCW

This season, a WWF and a WCW game are smacking down onto the squared circle. Find out if one of the wrestling games should be swept under the mat in a blow-by-blow grudge match.



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THQ. World Wrestling Federation Wrestling



With superstars like The Rock, Triple H, Chyna, Mankind, and Stone Cold Steve Austin, the World Wrestling Federation has become the most popular wrestling powerhouse around. THQ's four-player WWF No Mercy spins into the wrestling game arena, boasting the same merciless action and antics that made the WWF a success. In the other corner, WCW Backstage Assault takes the action to new arenas. Will the WWF still dominate?



MP: HOW IT RATES

Perhaps not as chronically brutal as WCW Backstage Assault, WWF No Mercy is appropriate for Teen players and older because of its animated violence and optional bloodshed.



Despite flexing big muscle with brawlers like Goldberg, Sting and Hulk Hogan, World Championship Wrestling has often been overshadowed by the WWF. At first, N64 WCW games proved their gaming might by being big on fun thanks to the excellent fighting engine developed by AUL. Now that THQ is creating the WWF's games using that fun favorite engine, EA's WCW Backstage Assault must set itself apart some other way. EA's solution is pure hardcore.



MP: HOW IT RATES

Recommended for Teen players and older, WCW Backstage Assault features animated blood, optional violence and a pyrotechnic match requiring you to set your rival aflame.

What's New

In the big ringside-by-ringside comparison, the game's standout features are marked with an X. Since *Backstage Assault* relies entirely on out-of-the-ring weapon-based matches instead of all aspects of wrestling, it sports considerably fewer modes of play.

WWE Backstage Assault

Exhibition



Exhibition Mode is the standard one-on-one game. You can set up the match to be a Single, Tag, Triple Threat, Handicap or Cage Match.

Pay-Per-View



To purchase a match or name an anniversary one, use PPV Mode to name an event, then assign it a date, venue and scenario of your choosing.

Guest Referee



As the ref, you'll mark over a match. The fighter's will try not to hit you, so you'll be free to dictate rope breaks, end the game and/or referee's.

Ironman Match



In the tired Ironman Match, you must try to score six enemy pins, KOs, submission and/or qualified motions against your opponent as possible.

Royal Rumble



Four wrestlers compete in the ring at once. When someone is knocked out of the ring, a new fighter will enter. Up to 28 wrestlers can wait in the wings.

King of the Ring



King of the Rings is the WWE's standard round-robin match that drop kicks your fighter into a brutal tournament of 3 to 15 competitors.

X Ladder Match



One of the WWE's coolest stunts, the Ladder Match requires you to set up a ladder and climb to the dangling belt before your foe knocks you over.

Championship



In the open Ladder, your story and series of fights will unfold depending on whom you beat. Reviews (backstage interviews) will appear between matches.

Survival



In the grueling Survival Mode, you'll fight 10 other superstars. You'll win money in your fights which you can spend in the Smackdown Mall.

Smackdown Mall



The flashy marketplace in Championship and Survival Modes is good for buying moves, outfits, props and characters for the Create a Wrestler Mode.

WWE Backstage Assault

Exhibition



To both tip up a single match, choose Exhibition. Unlike four-player No Mercy, all of Backstage Assault's modes are for two to two players only.

X Hardcore Gauntlet



In the WWE's Hardcore Gauntlet, you compete for the title by battling from enemy to enemy against seven hardcore bangers.

Hall of Champions



Hardcore Challenge



In Hardcore Challenge, you must battle your way through all of the backstage areas. Along the way, you'll unlock characters and moves.

Create-a-Superstar



You can create your fighter's looks and wardrobe, and assign abilities and moves in the best-of-five game's Create-a-Superstar Mode.

Unlike most wrestling games, *Backstage Assault* awards points based on your favorite style and variety of moves. You're not just trying to win a belt—you're trying to endow bad guys: The Hall of Champions ranks the top stars by high score.

The Look

Big-time wrestling has always been flashy and showy, so graphics play a beefy part in wrestling games. Know its role in WWP No Mercy and WCW Backstage Assault.



Graphics



WWF No Mercy does its best to recreate its big production TV counterpart. Backstage interviews, commentary, alternate videos and slick graphics make for a glossy wrestling experience.

Camera Angles



No Mercy gives you the option of viewing the action through a fixed camera angle. You also have the luxury of exploring the action only to cease in on the burning, giving you a 360-degree view of the brutality.



Graphics



Not even as much looking as Jerry Heil, Backstage Assault's animation comes off as choppy and seems to be missing a few frames. On the plus side, these things are fun and wash in a mix of color.

Camera Angles



Backstage Assault eye cameras place a sting. The backdrops and other locales are fairly large, so the camera occasionally switches to an awkward bird's-eye view when the fighters are far apart.

Ringside

Wrestling is about fighting, and it's also about presentation. To keep the big production a spectacle that you'd want to keep watching, both games focus on options and glitz galore.



Wrestler Intros



The WWF's wrestlers know how to make an entrance, and No Mercy includes all of their theme music, posturing and T-shirt videos. WWF fans will find the theatrics they're looking for, including Top Gun and Ric Flair's victory dance.

Game Options



If you prefer the game, you can tweak heat gauges, hit counts and the Attitude Meter, which will allow you to pull off a special move when the gauge tops out. Before a pay-per-view match, you can set the rules of winning and noble bloodlines.



Wrestler Intros



Since most of the game takes place in the ring, Backstage Assault doesn't include the showy intros. What it does have for fun is that No Mercy doesn't offer a seamless running commentary that's sport-on and hilarious.

Game Options



Though the action takes place backstage, some rules still apply, and you can modify them. Backstage Assault's Options menu allows you to set time limits and battle gauges with KOs, submissions and "First Blood."

Create A Star

No Mercy boasts more looks and outfits for your personalized wrestler, but both games give you the freedom you need to engineer the perfect fighting machine.

Buy and Build



No Mercy's Edit Character Mode lets you get down to the nitty-gritty. Now your wrestler looks, acts, fights, wins, and reacts to 1000 are just some of the many micro-management aspects.

Make Your Own



Backstage Assault's Create-a-Wrestler Mode is based on a point system. Moves and salaries have point values, and you must have enough points to acquire the attributes.

Hardcore

Wrestling with weapons in the beds of EA's Backstage Assault. In THQ's No Mercy, the Hardcore Match is just one mode among many hand-to-hand modes of combat.



To the Core



In Hardcore Mode, weapons like AJ Styles' head, the Dudley Boyz' broom handles will clutter the ring as barbed wire can be at your disposal. Even in other modes, you can find a weapon in the audience.



Bash of the Titans



Backstage Assault is big on variety: ability in the Hardcore Assault, you'll unlock new arenas, like the media room and locker room, stocked with outrageous makeshift weapons.

Anything's a Weapon



Though you can change any weapon in No Mercy mid-match into a Hardcore bout, Backstage Assault has more weapons. If it isn't nailed down, you can pick it up and wield it.

Unlocked

The spoils of war come in the form of special moves and characters that you must earn.



Bonus Brawlers



As you win matches, you can unlock hidden brawlers like Arnie the Goat. For other characters like Shamus-Matthew's Ken Shamrock and Earl Hebner, you must make it through difficulty-winning title matches.



Style Points



Backstage Assault also has a set score of character's and moves to unlock. Every little thing you do a little can open them. A high score, which is based on the variety of moves and moves you do, opens them.



Play To Win

The bells and whistles are just icing. It's the fighting that makes the game, and both slamdunks feature signature moves and easy-to-use controls.



Full of Attitude



In *No Mercy*, the pedigreed Attitude *Merch* fills up when the crowd is on your side. By showing a can of whole attitude, boosting on 1 moves aplenty and taunting your enemy like a playground bully, you'll fill up your Attitude Meter. When it's roused out, grapple your foe then move the Control Stick to unleash your wrestler's devastating in-ring move.



OK to KO



WCW encourages a weapon use, including a scenario in which you get your opponents on fire by clicking them with a two-by-four you've got. The game still conveys wrestling's realism, since objects in the arena double as tumbables and bear down like stocks of lead are a flamboyance like ropes in the ring. You can pin your foe, too, but *AKG* by a weapon ends more points.

The Champion

If you're still having trouble grappling with this season's two wrestling games, maybe NP's resident wrestling game fans can help you pin down a pick.

Andy Hartence

Give EA credit for trying something new, but *Backstage Assault* just can't compete with *No Mercy*. The WCW game is fun for a while, but it doesn't last long for the whole value to take. *No Mercy* outclasses *Backstage Assault* in every category.



Brian Jones

No contest—WWF's superior graphics and variety beat WCW. Although WCW's hardcore action is shocking and gives you the cool ability to light your opponent on fire, it's no match for WWF's *No Mercy*. And that's the bottom line, 'cause Stone Cold said so!



Jason Leung

WCW *Backstage Assault*'s gimmicky is over-the-top, but as The Rock says, "It doesn't matter." WWF's *No Mercy* is simply more fun, vivid and real. It's about time a Ladder Match was added to a wrestling game, and THQ has made it as fresh as it is on TV.



Know Your Role

At NP, WWF's *No Mercy* is the People's Champ. WCW's *Backstage Assault* may look like a one-man, go-round wrestler by comparison, but its shock value shock is at least worth a look. Hands down, *No Mercy* handles better and offers more ways to play and have fun, but *Backstage Assault* might still please WCW fans with its smacking take on the sport.

MESS WITH THE BEST GO DOWN LIKE THE REST.



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MARIO TENNIS

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Fresh from his smashing tennis success on the N64, Mario is taking his racket on the road for Mario Tennis on Game Boy Color. Published by Nintendo and developed by Camelot, the creators of Mario Golf and Mario Tennis for the N64, the new portable sports Pak has all the makings of a major hit!

Tennis Fun for Everyone!



Whether you want to challenge a pal to a friendly Game Link match or you're ready to embark on a grand-slam tennis career, Mario Tennis invites you to serve, volley and smash through a full-featured tennis experience. Exhibition matches allow you to play in and play with customized characters and Nintendo stars

while Mario Tour Mode gives you the chance to build your skills from the ground up and rise to the ranks of the tennis elite. Both modes feature singles and doubles action.



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KOOL STOP



classified information

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET

ARMY MEN SARGE'S HEROES 2

AT EASE, SOLDIER!

Ten hat, juhedi! If you want to be in Sarge's platoon, then you'll have to be the best of the best. The members of the plastic army are not without pity, however. If you're having trouble taking out those terrible Tans, enjoy a bit of spare time with our massive list of level passwords. Oh, and while you're at it, check out the cheat codes we intercepted. All codes are entered in at the code screen—easily accessible from the main menu.

MANY MINIS

We know Army Men are supposed to be small, but this is ridiculous! If a two-outlet gun is still too much to handle, punch in the code **DPVLLVSNM** to see the world from an eye's perspective.



PLAY WITH PLASTRO

The tin menace of General Plastro has had wants to all that's good and pure in life. Of course, he's not bad, he's just excited that any input **PLSTRVSVG** to take up arms as the party protagonist.



VICKI'S VICTORY

Vicki Gamin is already a playable character in some areas, but why not upgrade when you can? In the code **GVNRLRX** to control Miss Gamin any level you choose.



I'M SO SHINY!

Using the code **THVI** will leave your soldier with a sparkling silver sheen. Though the result looks like like body armor found in the game, you won't receive any extra protection.



LEVEL	PASSWORD
LEVEL 2—BRIDGE	FLNGDWN
LEVEL 3—FRIDGE	GTMLK
LEVEL 4—FREEZER	CHLLBB
LEVEL 5—INSIDE WALL	CLSNGN
LEVEL 6—GRAVYFARD	DGTHS
LEVEL 7—CASTLE	RNKNSTN
LEVEL 8—TAN BASE	BDBZ
LEVEL 9—REVENGE	LBBCK
LEVEL 10—DESK	DSKJB
LEVEL 11—BED	GTSLP
LEVEL 12—BLUE TOWN	SMLLVLL
LEVEL 13—CASHIER	CHRST
LEVEL 14—TRAIN	NTBRT
LEVEL 15—ROCKETS	RDGLR
LEVEL 16—POOL TABLE	FSTNLS
LEVEL 17—PINBALL	WHSWZRD



A BLITZ CODE BLITZKRIEG

Last month we gave you an entire page of codes for Blitz 2000, and now we're back with even more. Be aware, however, that there are two different kinds. The names are entered at the main menu screen after you choose an Arcade match and select New Codes that are made up of three numbers and a direction are entered after you've selected your team. The numbers correspond to the number of times you must press the buttons while your game is loading. For example, to use the Lights Out code, press the Z button five times, B three times, A four times and then Down on your Control Pad.

HEY YOU, WRONG GAME!

He can't shoot lightning from his hands or deliver a devastating roundhouse, but at least they let him keep the hat. To play as Hadden from MORTAL KOMBAT, just enter the name HADDEN when it says "Enter Name for Record Keeping."



WHY'D YOU BRING HIM?

It seems that Hadden felt a little out of place in the crazed world of Blitz, so he's brought a buddy along for company. Enter your names as SHVOK to play as Morde I Kornbl's ultra-neasy dance.



THAT'S USING YOUR NOODLE

Next time someone tells you that all that's in the brain is just a bunch of mush, give him a look at Morde I Kornbl. Make BRAN your name to play as the smartest fellow around. He doesn't even need a helmet!



SCARY, SCARY


At least he doesn't have to worry about hair getting in his eyes in the middle of the big game. Make your member SKULL to give opponents a grin to die for. The basic codes are being effective! (Warning: In conjunction with the Huge Heads code, reprint it below.)



Z	B	A	PAD	RESULT
5	0	0	*	TURN OFF STADIUM
5	3	4	*	LIGHTS OUT
0	0	1	*	SHOW PUNT HANG METER
1	0	0	*	USE TEAM PLAYS
3	1	0	*	TEAM TINY PLAYERS
5	0	1	*	OLD DAY STADIUM
5	0	2	*	OLD NIGHT STADIUM
5	0	2	*	BASEBALL STADIUM
5	0	3	*	OLD SNOW STADIUM
3	0	0	*	GRASS FIELD
3	0	1	*	ASPHALT FIELD
3	0	2	*	GURT FIELD
3	0	3	*	ASTROTURF FIELD
0	3	0	*	SNOW FIELD
3	0	4	*	FOG ON
2	2	2	*	ALWAYS QUARTERBACK
2	2	2	*	ALWAYS RECEIVER
0	4	0	*	HUGE HEADS

POKÉMON PUZZLE LEAGUE

A LEAGUE OF THEIR OWN

 Pokémon Puzzle League is taking the gaming world by storm, and now you can be the first on your block to cheat it and beat it. The codes below will open up hidden Trainers, allow you to modify certain settings, and open up difficulty modes so tough they made Ash break down and weep like a baby. A big thank-you to the clever reader who sent the codes our way.



 Go to the first game setting screen, then hold the Z Button and tap L, A and then B to unlock the Very Hard Mode.



 If you're feeling peckish, head for the game setting screen, hold the Z Button and press R, L, A and then B to unlock Super Hard Mode.

FAST AS YOU CAN

For most of us, the 50 setting in the Speed/Max/Min section of Pokémon Puzzle League is more than enough. However, you're one of those folks who like a challenge, go to the title screen, hold the Z Button and press B, A, L and then J. You'll be able to set speeds as high as 99.



TRAINER TIME

This two-player League fun has never quite seemed complete. Maybe it's because of those four hockey-ski-ped shadows with huge question marks above their heads. Grab a buddy and simultaneously hold L+R+Z on both Controllers. You'll gain access to the four hidden Trainers.



RUSH 2049

FEEL THE RUSH

 It turns out the cheats in Rush 2049 are so secret, there's a code just to open the menu. Once you've unlocked the cheat menu you'll see a whole range of auto options. Our crack code team has gone without sleep for weeks to find these few nuggets, but we know there are more—so if you track any down, send 'em our way! Note: The code to open the menu is entered while highlighting "Options" at the main menu, the others by highlighting that option in the cheat menu and inputting the code.



CHEAT

CODE

OPEN THE CHEAT MENU

HOLD  +  +  +  + , THEN TAP Z

INVINCIBILITY

PRESS  ,  ,  ,  ,  , THEN HOLD  +  + Z

BRAKES

PRESS  ,  ,  +  +  +  , THEN HOLD  +  +  +  +  + 

ALL PARTS

HOLD  +  AND TAP Z . RELEASE, THEN PRESS  ,  ,  ,  . FINALLY, HOLD  +  AND TAP Z .

INVISIBLE CAR

PRESS  ,  ,  ,  .  ,  THEN Z

SURVIVE IT ON GAME BOY COLOR

SIX PLAYABLE CHARACTERS

PLAY AS BLAKE AND REX,
DINO, AND THE STEPPEDAD
OR ANY OF THE OTHERS



THREE-LINE ACTION

JOIN SWAG, FOLLOWS,
HUNTER, TALKS - YOU BRIL
SPINNING ATTACK TO WIN BUT
TRAM VOICES HELICOPTERS



27 UNTRIMMED LEVELS

CONVINCE YOURSELF WITH
PANTS, THE BIRD HUNTER
CLAY, AND THE RESULTS AND
INTENSE DETAILS ABOUT
AERIAL CREATURES



Disney's DINOSAUR

Urbis Soft



GAME BOY
COLOR

E

GO FOR THE GOLD ON GAME BOY COLOR.

THE ROAD TO EL DORADO



Run, jump, over a sword, crawl, bow — even ride. Along the Road.



Fight Spanish soldiers, follow treasure, grab partners, wild towns. In the nation of the deadly Circle of Fate.



2 Playable Characters. 15 Playable Towns. Or Nopal to your quest for the gold.

Go for the gold in 20 huge levels — escape from Spanish soldiers, explore swamps & rainforests, speed through mine shafts, and defeat deadly Native traps. Mary will travel the Road to El Dorado, but few will reach the legendary lost city of gold.



GAME BOY COLOR



THE WORLD IS NOT ENOUGH

EA's newest N64 adventure has 14 levels of spy-filled mayhem, and you can crack the code with the help of our exclusive walk-through, straight from 0 Branch to you.

007 The World Is Not Enough



SECRET AGENT MAN

Each level has a number of objectives you **MUST** complete, and new ones will sometimes be added as you progress. The objectives will also differ based on which difficulty setting you choose. Agent level objectives are shown in white type, while Super Agent and 007 level missions show up in green. Note that Super Agent and 007 levels have the same objectives, but 007 has no auto-aim.

Combat Tactics



Don't run straight down a hallway. Flank the wall and turn to a 45-degree angle so you can spot a waiting ambush.



Guards will often walk on both sides of a hallway. Flank the wall and check around one corner, then switch sides and repeat.



Kicking open a door is a sure way to receive a nasty surprise. Open doors from the side to avoid a terrorist's 12-gauge welcome.



MP: HOW IT RATES
Rated **TEEN** by the ESRB for heavy gameplay and realistic, but bloodless, violence. The World Is Not Enough has been deemed inappropriate for anyone under 13.

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KING'S RANSOM

LEVEL 2

Since we showed Level 1 in volume 136, it's been jumping right into Level 2. There are a number of objectives, and while

you can complete them in any order you choose, we're showing the order we've found to be the most effective.

OBJECTIVES

 • **Attack** — 087

 • **Follow up on any M-6 personnel** • **Acquire codes and security word** • **Use any** • **Activate Third Floor Lockdown** • **Activate M-6 Security Guard** and **escort her to the Security Center** • **Manually activate window shades in lobby** • **Activate Second Floor Lockdown** • **Escort Dr. Ward back to report people** • **Find Dr. Robert King** • **Go to G Division**


Two cops have opened M-6, and they're finally breaking in through the windows. When the attack begins, head right to the Security Center and use the red computer screen to drop around window shades.



Once the floor is secure, eliminate stray enemies. Then return to M and escort her to the Security Center. Run and take out any additional terrorists if you stay too close to M; she'll be in the line of fire.



Head downstairs and locate the a private physician's office. You'll find it by taking the first possible right, another right, then left. It will appear burning first, allowing James access to the entire floor.



Lock down the second floor to keep the terrorists out of the old. Keep away from computers and knockdown switches—they explode when hit, which can be useful as long as you're not standing too close.



When you first enter the vault, you'll find injured guards. Go back to the Medical Center and find Dr. Ward back, then escort her to the vault. Be aware, however, that the good doc moves really slowly.



At the far end of the vault you'll find Robert King. He's been partially wounded, but he manages to give you a parting piece of advice. Listen to his words, then make for G Division and the end of the level.

M-6 TOP FLOOR

M-6 GROUND FLOOR


THAMES CHASE

LEVEL 3

Run through the narrow alleys of London as you pursue a female assassin. You're under a strict time limit, so you'll

need to move quickly. Be sure to notice any hostages you encounter and keep an eye out for rooftop snipers.

OBJECTIVES

 • **Do not let the assassin kill the innocent** • **Rescue the hostages** • **Enter the building**


The terrorists in Level 3 are well-armed, and it takes a lot of shots to bring them down. As you make your way through the streets, look for bombs that explode with only a couple of well-placed shots.



The Sniper Rifle is a great weapon, but it can be slow and clunky to aim. Save it for rooftop snipers or machine-gunners. Hostage situations are the only occasions that call for you to move slowly.



Once you reach the first window, take out the guard that peeks around the house. You'll see a door on the second level. Terrorists are about to come bursting through, so run their way with some water balloons.



As you make your way through the level, you'll enter a second window. Look at the ceiling for a yellow-and-black striped beam. Your Grappling Hook can attach to it, so use it to continue the pursuit.



Time runs short near the end of the level. Don't worry about eliminating every guard you encounter—just keep running and shooting until you see the subway entrance. Once you're back inside, the level is complete.

UNDERGROUND UPRISING

LEVEL 4

Watch out, James, there's a **lead mine** in the loo! Make your way through the subway, rescue all the hostages and

diffuse the bathroom bombs, or some unsuspecting commuter will be in for a nasty surprise.

OBJECTIVES

- Rescued hostages included
- James: Get to exit, deactivate the security cameras
- Defuse the Bathroom
- Defuse the Street Fight Bomb
- Mission complete! Go to the bathroom



Time may not be on your side, but 007's Goggles are. Use the palm-sized power-lenses to take out large groups of enemies. Aim to the side if there are hostages nearby—a direct hit is bad news for most lower-level refs.



You'll find the bomb in a stall on the men's bathroom. Use R's diffusing device on it, but be wary: You must activate the Digital Kit in eight bombs, or your heavy hands of tampering will cause the bomb to explode.



Once the bomb is safe, head for the subway stairs. Which bar terrorist do you strike your way up and keep arms open for the yellow-and-black glistening back attack points—they'll speed up your journey considerably.

COLD RECEPTION

LEVEL 5

Flights on snow are a staple of Bond films, so get your snow-bound savior to outwit the enemies. You'll need to slow

down around the fuel dumps, but otherwise maintain a high rate of speed or you'll be dead.

OBJECTIVES

- Break through enemy force fields
- Destroy Fuel Dump #1
- Destroy Fuel Dump #2
- Get to the top of the peak



You'll have to take out every enemy, so just do through the level and shoot what you can. You will encounter a treacherous fork on your journey. Be sure the left fork tries to discover a much swiftpiercing link route.



Find the two fuel dumps—they're visible guard towers with barrels on the bottom—then slow down and shoot the barrels. Always keep your weapon loaded, or you might shoot air instead.

NIGHT WATCH

LEVEL 6

Caution and stealth must be your watchwords as you make your way across the darkened grounds of a high-security

site. You'll need to tap phones, photograph evidence and break into a car—all without harming a single guard.

OBJECTIVES

- Avoid any on-site SAs
- Avoid all on-site SAs and Droids
- Hack computer and plant wiretaps
- Photograph documents showing Device as a traitor
- Mission complete! Go to the car



Most of the planes you're required to tap are found inside nearby buildings. But if you're playing on Secret Agent level of above, be sure to tap the phone in your bedroom at the start of the level. It will save you hours of frustrated hair pulling.



007's vision has managed to snare a pair of groovy glasses for Bond's amazing eyeglasses. The X-ray special allow you to see through the glass, doors and even walls. Since you must set alert guards to your presence, the goggles are particularly useful.



Here's a trick that will make Level 6 much easier: When Bond gets his Suit Watch, he also punches some tape away. If you stun a guard while close enough to catch him, he will go down after three or four hits—and it doesn't count against the objective!



The final evidence is in Dredd's office. He will warn you as you enter, so photograph points in the hallway, tap the phone and the outside. Wear the X-ray glasses to see him through the wall.

MIDNIGHT DEPARTURE

LEVEL 7

Hitching a ride in a hatchback isn't quite Bond's style, but it will do in a pinch. You'll find lots of weapons with cops

lying around the Russian Airfield, so move slowly and check for enemies around every corner.

OBJECTIVES

- Avoid civilian casualties • Get the Arkov's ID Badge • Find the plane to take pilot
- Destroy the hijacked jet's tail rotor • Get the explosive to blow the plane



If Night Vision Goggles are a lifesaver, so they show you to slice through the muck and pick out distant enemies. When you can then head with a sniper rifle. Be sure to shoot all the mooks, or GAVTs will sound the alarm.



You'll find Arkov's badge inside a small wooden shack. The badge is on a table next to a radio. Shoot the radio to lose grabbing the badge, because a guard posted right in while you're standing next to it.



You'll need to secure a gun bag full of stylish accessories to take the transport plane's pilot. The bag can be found either in the back of a yard in the motor pool or inside the nearby airplane hanger.



NOVIET AIRFIELD



If GAVTs bother you, you can track them down inside the control tower. Eliminate her, take her cell phone, then instruct the tower's traffic controller to land the plane. Get to Mr. Bond, no need to harm civilians.

MASQUERADE

LEVEL 8

One, you're scared of your disguise, infiltrate the missile site and find out what the terrorists are up to. Keep your gun holstered—you'll want to play the passive participant as long as possible.

OBJECTIVES

- Avoid lawsuits caused by a Soldier's or scientist's fall from the facility
- Escape from the Blast Pit • Pick up the Location Card • Escape from the Parking



Once you cover in bleeds, you'll find yourself inside a deep blast pit. Hide out the enemy guards or round the rim of the pit, then use the all-purpose Grappling Watch to haul yourself to freedom.



There's a Location Card you'll need to grab down one of the hallway's doors. Reward sets off his bomb, run back down the hallway and jump onto the yellow-and-black bar to be carried to freedom.

CITY OF WALKWAYS I

LEVEL 9

Center city, be the food of the rich and famous, but it provides lousy cover in a firefight. Mr. Bond is hopefully accompanied in Level 9—your only hope is to run and gun your way through.

OBJECTIVES

- Locate Zerkov's • Stop Chatterbox from eluding • Find out what sets your allies
- Use the Doctor Medicines like a surgeon



First things first—sneak into Zerkov's office and convince him to aid you. Once you've secured the assistance, be sure not to shoot the bodyguards, who are dressed in nifty suits.



Once you've, I know comes through in a pinch. Fog gives it a you from seeing many distant enemies, so use the Night Vision Goggles and bleed carefully. A good strategy is to find a hiding spot and survey the area from there.



If you try to snipe guards bearing no such laurels, you'll never make it. Once you see a heavily armed guard, just run so right far from with guns blazing. It's messy, but you don't have any long-range weapons to win the odds.



The computer is located on the top floor of a nearby house. Go catch up there—friendly guards abound, and you'll be one you'll have to start all over. Once you find the computer, it's back the modern and downloaded the data.



CITY OF WALKWAYS II

LEVEL 10

Ronald is so upset that you keep foiling his plans, he's called in hawks with large blunt beaks to turn you into roadpicks. The bladed beaks are easily avoided, but a final anti-heli-copter will need to be dealt with, hand-crank.

OBJECTIVES

- Reach City Walkways • Grab the equipment from Zerkow's office
- Disable the bladed-beak choppers • Kill the 4000-watt laser • Destroy the chopper control tower



Armed plentiful (and not!), so don't be afraid to blast away. Just be sure to aim for the dockworkers in T-shirts and stacking caps, if an armed man is wearing a suit, he's a friendly bodyguard.



Once open, using Night Vision Goggles is the only way to go. Cowardly terrorists will stand atop buildings and launch poisonous rounds at you, so try their poison first with a couple of well-placed KA-57 shots.



A buzz saw helicopter will cut off the sidewalk at your starting point, and there's another one waiting just behind the drawbridge. When you encounter saw-armed choppers, run back inside until they fly off.



Choppers have shored the bridge into place. It's possible to jump from section to section, but you can just bypass the whole mess and run along the tracks underneath. Watch for sniper fire from above.



Grab the AT 430 from the tank at the dock, then wait under the dock until you see an attack chopper swoosh. Use the Tracking Miracles and keep your weapon pointed at the heavy. You can return to the tank for more ammo as often as you like.

TURNCOAT

LEVEL 11

Fair warning, super aptos: Level 11 is really, really tough. Not only do you have to leap buildings, fight armies of well-armed men and machine hostages, you have an insanely short time limit. If you're having trouble, don't get frustrated. Learn where the terrorists like to hide and keep trying.

OBJECTIVES

- Disable most guard cameras • Avoid innocent civilians
- Protect hostages • Do not let last guy die • Rescue the hostages



You begin the level last level, but there's a Wyther located atop the ladder just around the first corner. It will cost precious seconds to retrieve it, but you'll find that it's well worth the sacrifice.



You can see a sniper rifle to peek off these guard, but it's slow. Be aware that hostages aren't very bright and tend to run right into your line of fire. Also, hostages can be shot even after you've freed them, which is frustrating.



Once you reach the rooftops, you'll have to leap from building to building, and that's tough when you can't see your feet. If you fall, you can climb up and try again, but you're better off just altering the level again.



Once you're done leaping buildings, you'll find yourself in a crowded stairwell. Try to pick off the guards as fast as possible and watch out for innocent hostages. If it takes you to hurry up, you're almost out of time.

INSTANELL



The level's last map is a set of stairs (rush with the same wall you used to enter the last room). It carries away to mass, especially when you're stressed, so slip quickly and run like mad.



FALLEN ANGEL LEVEL 12

Once you've made it through the maddening coarseness that is Level 11, Level 12 seems like a stroll in the park. No time limits, no crazy jumping, just a good old-fashioned shootout. Now that's the Bond we know and love.

OBJECTIVES

- Go out without your allies
- Open the security door with the scanned fingerprints from Wallace
- Go on M. I. U. duty • Stop Elektra East saving Bond



Once you get your hands on a rifle with a scope, use it to peek out behind from the front deck of the villa. Don't forget to look for enemies on the two levels in a small lake. They can be easy to miss.



Bullen, the traitorous chauffeur, can be found at the far end of the dock by the boats. Once you get his fingerprints, a team of terrorists will rush you from behind. Make sure you're ready to engage in some serious gunplay.



A small hallway leads behind the security door. Look up to see two security cameras. Shoot them both and continue on, otherwise you'll be trapped in a room with poison gas. If that happens, escape with the Grogging Wink.



A SINKING FEELING LEVEL 13

You're already at the end of the line, but you still must sneak aboard a massive submarine unnoticed. Once inside, you'll need to locate Miss Jones and scuttle the sub. Just an average day in the life of Britain's greatest spy.

OBJECTIVES

- Board the submarine • Locate and rescue Dr. James Bond • Place Dickason in the front Miss Jones • Take control of the control room • Find the controls • Avoid cruise missiles



You can spend a lot of time and effort taking out the guards on the submarine deck, or you can just run to the end of the sub, flip in the water, then crawl over the sea's tail and head for the cooling tower. The choice is yours.



Once you make it inside the submarine, you'll be forced to climb down a tight, claustrophobic tunnel. Be sure to blast the guard directly under with you. A silenced pistol is the best tool for that job.



Make your way from the back of the sub to the front, keeping an eye out for extras. There are a few naval officers still on board, so be sure not to shoot the blue-clad sea dogs. They're just caught in the crossfire.



When you find Dr. James, don't get too close to her. If you get close, she'll follow you around, which means she's likely to get shot. Clear the sub first, then come back for her.



Once Dr. James is safely stowed in the sub's mine room, return to the control room and sabotage the controls by opening fire on everything in sight. You'll scuttle the sub and set up a final confrontation between Bond and Herod.

VICTOR-3 CLASS SUBMARINE



MELTDOWN

LEVEL 14

Sinking the sub was a great plan, except that Bond and Christmas are trapped inside with a madman. You'll need to swim to the reactor core, swap lenses and escape with Dr. Jones. The

map below is a 2-D representation of a 3-D environment—since the sub is actually on its side—so it might take you a trip or two through it before you get out of a bind.

SUBMARINE



OBJECTIVES

- Enter the reactor chamber
- Obtain the lens
- Escape the submarine



Keep an eye out for pockets of air as you swim, because you'll need to surface to regain oxygen. The air pockets are marked as bubbles, and in the green they alternate with a silver light. Remember the time limit, and don't dawdle.



Use the Breaching Hatch to enter the reactor, then take out the guards and look for a red button on the wall. Pressing it will deactivate the sub's flood. Use your luck again to grab the way to sweet freedom.

MULTIPLAYER

The multiplayer mode in *The World Is Not Enough* is as deep and varied as you could want. With six different scenarios and 14 unique levels—including a battle on a sky rail and a Turkish city with high-rise sniper positions—you'll be competing against friends for a long time to come. You begin with the ability to play as characters like Bond and Moonpenny, but you can also unlock classic movie villains like Jaws and Oddjob.



It's single-player fun in the multiplayer world. You can customize stats to your liking, including boosting health meters and toggling the radar on and off. Watch the slower AI when it takes you out with a single-head shot.



While single-player is fun, you'll need to round up buddies before multiplayer really shines. EA was thoughtful enough to include options to split the screen both vertically and horizontally.



The four-player mode is surprisingly smooth and easy to see, even when you're fighting in close quarters. Fans of long-range warfare will be especially happy, as sniper locks are custom-made for sniper rifle mayhem.

The End of the World

The World Is Not Enough has tight game play, full voice-overs, a compelling storyline and nearly flawless graphics. In addition, the ooy level will prove to be a challenge even for seasoned gamers—a triumph in itself. So hurry up, Mr. Bond, you've got a world to save!



CARTOON NETWORK

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Classic Creep Capers



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A Tail Scare!



Time to solve another mystery.



Zoinks! Another Knight



Extreme
Mystery
Made & Fun Order
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Last year, N64 gamers were knocked out by the frenzied game play and outlandish cast of characters in Ready 2 Rumble. This year, Midway hopes to deliver another knockout with the release of a sequel that features more action, more boxers and a few hilarious, unexpected cameos.

A SMASHING SUCCESS

After a few releases of playing Ready 2 Rumble, you'll know why it became such an immediate winner. The colorful characters are reminiscent of the '80s classic Punch-Out!, and the tricky combo moves rival those of the best fighting games. Now EA's sequel takes boxing to another wild level.



MP: NEW IT RATES

This game has been rated Teen by the ESRB because of intense, exaggerated fighting sequences and is not intended for anyone younger than 13.



PACKING A FEW PUNCHES

Expanding one of the wackiest, most popular boxing games ever made for a home entertainment system seems like an impossible task. But *Ra Ra Raging Round 2* manages to bring more insanity and features that improve the game's replay

value. Innovative multiplayer modes and Rumble America are just some of the upgrades. And there are new bruisers to take down for the first time. To defeat the monsters, you'll need to know as much about them as possible.

JOHNNY "BAD" BLOOD

Following in his brother's footsteps, Johnny has decided to step into the ring as a heavyweight and step into the ring, like his brother, with a mean left jab and a right hook, and his insatiable insatiable greed has the biggest reach in the game. Don't be surprised if you get whacked from what seems like a 20-ft distance when facing Johnny. His speed and strength make him a tough competitor.

HEIGHT: 6' 2"
REACH: 87"
SPECIAL: Hook, Back, Forward + C
COMB: Down-Forward + A, C



MAMA TUA

Knocking down Mama Tua is about as easy as bagging a wild sheep in one of the 400 pounds, she is now without a flurry of punches without losing an inch. But remember, the bigger they are, the harder they fall. Mama is slow, and a couple of effective combos could send her tumbling to the mat. Once she's down, it's a matter how she'll get back up.

HEIGHT: 6' 8"
REACH: 77"
SPECIAL: Forward, Forward + A
COMB: A, C



JOEY T.

A former *WrestleMania* star, Joey T. sounds as fast as a whip. He's well known for his hot temper. He's fast and strong and likes to possess his opponents. Exploit his big body by landing several punches to the head, then use the gun. His reaction time is slow, so be sure to hit quickly. When controlling him, try pressing back, left C and top C to deliver a devastating blow.

HEIGHT: 6' 6"
REACH: 79"
SPECIAL: Hook, Back, Forward + V
COMB: Up, Down + B, Y, A, A



UNLOCKING THE NEW FACES

As is typically the case, you'll have to earn the right to play as one of the new bruisers in *Ra Ra*. You must climb the ranks and become a champion if you want to unlock a new character.



The need to showcase glory in fighting and in the list, but once you learn your skills and become a title winner, you'll be rewarded with a new unlocked boxer.



Once you've earned the new character, the real fun begins. Take the champ into the ring and learn to take a hit and every opponent who dare to challenge you.

RETURNING TO THE RING

The unusual boxers from *MK* have returned, complete with style and attitude. Champions of the first game will recognize the

unique faces and outrageous outfits displayed below. To prepare for your next bouts, read up on your opponents.



AFRO THUNDER

He's a loose, mean fighting machine who takes a brief respite to pat his afro every once in a while. Afro Thunder is back where he belongs—in the ring. His loud music and quick feet make him a tough competitor, but he lacks size and strength. To connect is a quick combo of head or punches, tap left C twice or back, back, top C.

HEIGHT: 5' 7"
REACH: 73"
SPECIAL: Back, Back, Forward + A
COMBO: ←, A, A, A



SELENE STRIKE

The tall, husky lady has a reach that gives every other boxer and night fighter. Selene has an excellent long-range fighter. With enough strength training, Selene could become the top force in the boxing world. She suffered a setback when warned by Mike Tyson, but she is more determined than ever to return. For a sharp jab, press forward, forward, top C.

HEIGHT: 5' 7"
REACH: 87"
SPECIAL: Back, Forward + B
COMBO: ←, B, V



BORIS "THE BEAR" KNOKIMOV

A walking billboard, Boris sometimes seems more interested in prize pay than personal pride in this winning in the ring. But don't mistake his relaxed energy for a lack of talent. He's tall and strong and very fit. He can knock down. He's also a lot of a show-off, with several spin moves in his arsenal. For a powerful punch, tap back, back, top C.

HEIGHT: 5' 7"
REACH: 73"
SPECIAL: Forward, Back + A, V
COMBO: V, A, V



BUTCHER BROWN

His infamous patch known as "The Devastator" got him banned from the ring 100 times in his early years. Instead, he hasn't toned down a bit. Butcher is short and stocky, but he can knock you down with one body blow. When fighting against him, try to stay away from his crushing punches. To head butt, press forward, back, forward, left C.

HEIGHT: 5' 6"
REACH: 65"
SPECIAL: Back, Forward + A
COMBO: Down Forward + A, A, A



ANGEL "RAGING" RIVERA

The man with the loudest shouts also has the loudest punch. Angel attracts boxer's boots in an ankle of the ring, taunting his opponents with flapping arms. But he has value to go along with his style. He's one of the swiftest fighters around, and he has a dramatic and powerful right-hand attack. Still, Angel lacks size and strength and often gets outwitted.

HEIGHT: 5' 8"
REACH: 71"
SPECIAL: Back, Forward + A
COMBO: Forward + A, A, V



JET "IRON" CHIN

Jet is a fly weight with a surprisingly long wingspan, and he shouldn't be taken lightly. He's agile and can land several punches quickly. However, Jet missed the respect of the other fighters after opening his own boxing school in China. His high-flying, acrobatic arts maneuvers can take down any opponent big or small. For a sharp jab, press back, left C, left C.

HEIGHT: 5' 8"
REACH: 78"
SPECIAL: Forward, Back + A
COMBO: Forward + A, A, A



LULU VALENTINE

Don't let the name fool you, this little sweetheart isn't always who she first seems. Her friendly, revealing sportswear serves as a welcome distraction to most of her opponents. Lulu is seriously lacking in size and strength, but she's quick and has effective footwork. She can move with the best. For a powerful uppercut, press forward, left C, top C.

HEIGHT: 5' 2"
REACH: 64"
SPECIAL: Back, Back, Forward + A
COMBO: ←, A, B, V



J.R. FLURRY

If you're lacking for a boxer who doesn't excel in any one area but is solid in all aspects of the trade, J.R. is your man. He's quick, strong, moves in a flow, and fearless. As a matter of fact, he's downright arrogant, which is exactly what every coach loves to see in a student. When moving away from an opponent, try pressing back, back, left C.

HEIGHT: 5' 11"
REACH: 75"
SPECIAL: Back, Forward + A
COMBO: Forward + A, V, V, A



"BIG" WILLY JOHNSON

Maybe Willy was considered "big" back when he first started fighting decades ago, but at 171 years old, he's scrawny and fragile. Not nobody can convince the old-school star to keep up five fights. His style is archaic, and he needs a powerful match. Quick fighters should dance away from his corner. Don't touch up his hair, or you'll be sorry.

HEIGHT: 5' 9"
REACH: 72"
SPECIAL: Forward, Forward + A
COMBO: ←, A, A, A

NOWHERE TO GO BUT UP

Whether you're in Tournament, Team Battle or Championship Mode, you'll need to prove yourself in the ring and work your

way up the ranks if you want to win titles and unlock characters. New features help to improve KaRa's replay value.

ARCADE MODE



An usual, Arcade Mode is when to learn the controls of the game without the pressure of a winning ring full match. Battle the CPU on a fixed

TOURNAMENT



Among the few complexities a best-of-three fight is repetitive, and a lack of multiple modes. Thankfully, Tournament Play was added



Up to eight players can enter the tournament and select one of the available characters. After each match, the loser is eliminated.



If there is an odd number of human players, the CPU will be added to the mix. The tournament continues until a show stop is occurred.

TEAM BATTLE MODE



In another attempt to create a party game, with the RAR, the Team Battle Mode was conceived. One or two players select a squad of four to eight fighters. Only two fighters battle in the ring at a time, with the winner remaining and the loser exiting. The first team to wipe out every member of the opposing team wins the contest. It's a perfect game for a large group.



CHAMPIONSHIP

Once you've gotten your character, you can make the big decision to start your own gym. One by one, unranked fighters will turn

to you for help. Not only must you train them well, but you also need to make enough money to stay in business.

UNDERDOGS



Each time you select a fighter, he or she will be ranked. Slowly but surely, your project will win enough to get some recognition.

ONE STEP AT A TIME



Every few weeks, your boxer will get a chance to enter your gym look good. Between fights, you'll help your budding star improve.

EYE OF THE TIGER?



Don't think that the game is all about romping in the ring. Each hour in your gym must stick to a heavy, balanced workout routine. Use the chart below to determine which exercises will help you build your stats in the five different skill areas. If you save enough money, you can also take advantage of expensive dietary programs.

SHOW ME THE MONEY



Like any business, your venture will not survive each day to survive. Make advantage of your funds to earn money for your new gym.

THE THRILL OF VICTORY



Rank triumph in the ring is a precious step toward the ultimate goal of being the top contender and becoming the world's best.

STRENGTH: Punching Power - Speed Bag, Heavy Bag, Weightlifting
STAMINA: The Country Speed - Jump Bag, Jump Rope, Heavy Bag
ENDURANCE: Endurance Level - Jump Rope, Speed Bag, Breakdown, Push
ROCK STABILITY: Speed/Lightning - Jump Rope, Speed Bag, Breakdown, Push
EXPERIENCE: Increases with Number of Fights and Duration

STING LIKE A BEE

The hours spent in the gym, the pages of scouting reports and the fastidiously tailored wardrobe all mean nothing if you can't execute

fundamentals in the heat of the battle. Winning in *Rakka* requires knowledge of each boxer's special skills and unique flaws.

FIGHTING STYLES AS VARIED AS THEIR FASHION SENSE



When using a strong, tall boxer with a long reach, don't let your opponent get too close. Try to inflict damage from a distance.



Some fighters can perform special moves faster than others. The more enemies you land, the faster you'll knock out your opponent.



Boxers with quick hands and fast feet can move fast from the outside and approach swiftly with a fast flurry of jabs and special punches.

BONUS POINTS FOR SHOWBOATING

Sportsmanship? When has that ever applied in the world of boxing? As a matter of fact, showing is downright encouraged in *Rakka*. Most events will earn you one or two letters. But trash talking will also leave you vulnerable to an attack.



ACTIVATING RUMBLE MODE

Once you've landed enough clean punches or inflicted enough tech to spell the word RUMBLE, you can activate Rumble Mode by pressing A and B. Your blows will become faster and stronger.



After a profitable race, your gloves will begin to glow and your opponent will start shaking in his or her shorts.



Quickly attack your opponent by pressing left C and right C to perform a Rumble Flurry, which is a series of super-fast power punches.



By waiting until you've used RUMBLE time to show "look before entering Rumble Mode. The more you show you have to win, your Rumble Flurry will be. You can even seal your enemy flying out of the ring!

GUEST STARS

Among the players you can unlock in Arcade Mode are two familiar faces. Shaquille O'Neal can rely on his past fighting experience in games like *Shaq-Fu*, but Michael Jackson has his work cut out for him.



RUMBLE ON

Rakka: Bowling Round successfully brings back the winning aspects of the original while adding new characters and features that increase the game's value. And if you're delighted by the appearance of Shaq and MJ, you'll be overwhelmed by the other hidden celebrities. Don't wear out your thumbs!

Disney's Aladdin

Disney's ALADDIN
COMING TO
GAME BOY COLOR



Aladdin slashes his wrist, scimitar, leaps across rooftops and dodges danger through the streets of Agrabah. He steals the sultan's magic carpet, finds the magic lamp and saves Princess Jasmine from the evil Jafar. It's on to your living carpet for an action-packed, fun-filled ride!



Ubi Soft
www.ubisoft.com



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Relive the early 1980s without the stupid haircut. Midway's new collection of classic quarter eaters warps all the bleeping action of the old arcade into your N64.

MIDWAY'S GREATEST ARCADE HITS Volume 1

Prehistoric Pixels

Midway and Digital Eclipse have journeyed back to the Reagan era to reproduce six favorites from the floor of the arcade. Enjoy the relics of a simpler time, when polygons were fossil in geometry class and 3-D was a character on the Facts of Life. The N64 Controller may not feel like the arcade joysticks, but it's probably less sticky.

Root Beer
TAPPER

DEFENDER

SINISTER

JOUST

ROBOTRON:
204

SPY HUNTER

Joust



Spy Hunter



Robotron



Defender



Root Beer Tapper



Sinister



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DEFENDER

Most of the sounds in Defender can be reproduced with a portable cassette and a spoon, but the granddaddy of all side-scrolling shooters still packs a wallop.



Hostage Situation

Defender is so named because you must protect hostages (or escape from alien kidnappers). The little peoplelet out sharp screams as they're pulled to the top of the screen, where the alien shoots them indiscriminately. Shoot the aliens before they mutate, then catch the humans as they fall.



Bomb Smart

The Smart Bombs are the most powerful weapon in your arsenal, but you'll get only a few of them. They destroy all the enemies on the screen at the time you activate them.

Arcade Trivia

When Defender was introduced, it wasn't very popular because it had too many buttons.

Defender and Ms. Pac-Man share the title of highest-grossing video game.

Hours before the trade show debut of Defender, the game had everything except the actual ROM chip that contained the game.

ROBOTRON:



Go back to the year 2049, when a lone warrior fought through wave after wave of deadly robots. You'll go berserk over Robotron's fast-switch action.

Hot to the Touch



Starbony Electroids come in different shapes and sizes, and they are equally deadly if you touch them. Shoot them to make them disappear, or simply avoid them.



Grunt Robotrons

Instead of using weapons or armor, Grunts try to beat you with overwhelming numbers. Blast your way through the crowd.



Hulk Robotrons

Newly armored Hulk Robotrons will slowly hurt any hapless humans on screen. Shoot them to slow them down.



Spheroids and Quarks

Shoot the Spheroids as soon as you can, because eventually they spawn fast-moving, fast-shooting Quarks.



Brain Robotrons

Their huge noggin aren't just for show—Brain Robotrons are smart enough to fire back. Avoid their shrewd aim.



Robot Riot

Energy blasts were controlled with a joy stick in the arcade version of the game, which allowed you to fire several directions in quick succession. The C Buttons are a more easily control scheme, but disadvantageous because the same clear a path through the throngs of robots so you can rescue humans.

Arcade Trivia

In an early version of Robotron, Quarks were referred to as Cubelets.

Eugene Jarvis and Larry DeWitt were the leaders of Midway, the independent team that developed Robotron.

Jarvis had a broken hand at the time of the game's creation, prompting him to use a two-joystick control scheme.

Root Beer TAPPER

Customers are lining up to enjoy the frothy mug flavor of your delicious root beer, but the soft labor market has forced you to man the counter alone. Start Tapping.



In Your Face, Root Beer Boy

The object of Root Beer Tapper is to satisfy your customers by sliding them beers at various points without breaking any mugs. You'll be treated to a bonus stage after you successfully serve all 80 customers in a bar. Each time you reach the stage, endow new shakes up several cases of root beer below the case so you embed on the counter. Pick the non-explosive can of the batch if you want to neck up bonus points and avoid a root beer facial.



Mind the Mugs

After they savor their first, customers will send their empty mugs back to you. The mugs move slowly toward you and of the bar, so you'll have time to slide either customer to the bar you need to pick up the mugs. Try to catch the mugs at the rear end of the bar, but don't cut it so close that they fall off the bar and your turn ends.



On the Far Bar

You might realize the short bar at the top of the screen is really the same length as the rest of the bars. Don't be fooled—mugs take less time to travel down the "subterranean" bar than they do on the bars at the bottom of the screen.



Tips Appreciated

Customers occasionally throw down some change to reward your hard work—usually at the rear end of the bar. Your work flow will slow down if you grab the money, so it's worth your while to abandon your tapping station for a few seconds. Act quickly, however, or the money will wash from the bar before you reach it.



Short Changed

There's a trapdoor to the top bar's subterranean perspective. The "far" bar is far shorter than the other bars, which means you can grab tips with greater speed. If you have the choice of two tips, always go to the shorter bar to save time.



Backsliding

Most of the customers you come across are clamoring for root beer, but a few of them are just looking at the bar. You can spot the dolefuls by their hand locks. If you serve them root beer, the mug will slide past them and start to end your turn.



Make Them Wait

When you reach the more advanced levels of the game, your success will depend on how you manage the flow of root beer. If you serve customers too quickly, they'll send an unmanageable number of empty mugs back to you. Try to serve just two mugs per row before moving on, then return to help other customers when you pick up the mugs.

Arcade Trivia

Root Beer Tapper was originally known as just Tapper. It was an officially licensed product of Dadsbeer.

The Tapper prototype was tested in a bar called The Squeaky on Chicago's Rush Street.

Game designer Scott Morrison listened to Bewo, the Talking Heads and the Ramones. The music inspired him to create the third bar in the game.

The Tapper arcade game included a cap holder and a brass rail feature to attract an audience of beverage drinkers.

The game's programmers recorded their beeps as a digital sound chip, but the sounds weren't used in the final version of the game.

In retrospect, it seems like an obvious idea—put knights on flying ostriches then have them fight on platforms above a pool of lava—but somebody had to think of it first.



Egg Man

It's all well and good to knock enemy knights off their flying ostriches, but they'll just hop back on if you don't finish the job. The knights inexplicably transform into eggs for a few seconds after you defeat them. Collect the eggs to get rid of them for good.



Running Jump

You can slowly adjust your air frame by flipping your left wings with the A button, but high-speed acrobatics require forward momentum. Get a running start on a platform, then flip left to reach the top of the screen.



Bird-Dogging

Don't wish for enemies to come to you. You'll have an advantage in a fight if you stay behind the bad guys while you pursue them.



Take a Dive

Piercing and descending are both techniques for unsuicidal enemies. Try to stay above your foes, then drop down on them as the best maneuver to deal with them. Head-on collisions are risky, because you may be below an enemy upon impact. The higher, the always wins.



Survivor Spoils

Any round of Joust you can walk away from is a good round of Joust. The game will give you Survival Points just for saving your own skin.



Hot Wings

Extreme caution near the platform above the lava pits is given. The more it smacks will melt your mount into ostrich soup if you fly too close to it. Keep to the higher elevations when you can, but try not to let eggs hit into the lava.



Phlyng Pterror

The pterodactyl is especially invulnerable, but it does have an Achilles' Heel—or mouth, as the case may be. Hit the beast, bend in on it or mouth to accelerate its inclination. Tear bravely with its own eye-lap joints or quickly end your pain.

Barcode Trivia

Joust designer John Newcomer stuffed his résumé down the throat of a rubber chicken before submitting it to Williams Electronics.

Newcomer worked as a toy designer before working for Williams Electronics.

After the first Joust machines were shipped, a three-point bag, which allowed players to defeat the "invulnerable" pterodactyl, was found.

The tabletop version of Joust was unique in that it was the first two-player, same-side tabletop arcade game.

Joust takes up only 96K of memory.

SPY HUNTER

As every CIA agent knows, fast driving is the key to catching spies—fast driving...and hood-mounted machine guns.



Eating up Asphalt

Spy Hunter gives you points just for driving. The faster you drive, the more points you'll accumulate. In other words, it pays to kick the car into high gear as quickly as possible.



Machine Guns

You can destroy vehicles in front of you with your machine guns, but remember that a lot of bullets are substitutes for careful driving. Bullet-riddled cars become dusty obstacles when they come to a deadstop in the middle of the road.



Smoke Screen

Disappear into a cloud of smoke by hitting the left D-Button. The smoke screen hides the progress of enemy cars behind you. The weapon's added to your arsenal after you upgrade in the back of the Weapons Van.



Oil Slick

You can't count on your enemies to crash on their own, so give them a little help with the oil slick. Squish the slippery substance out of the back of your car to make drivers behind you lose control.



Missiles

When you have trouble expressing yourself with bullets alone, start a missile with missiles to party animals. The real-time strategy course inflicts damage when you fire these lit cars in front of you.

Arcade Trivia

The name of the car, the G-4155, came from designer George Gomez's nickname.

The James Bond theme was programmed into Spy Hunter until developers determined that licensing costs would be too expensive.

A planned helicopter chase was excluded from the game because the developers ran out of time and memory.

SINISTER

It's not enough for the Sinister simply to eat your spaceship. It has to trash-talk you while it pursues you through the tumbling planetoids.



Crystal Shards

You'll have a few moments of relative peace before the killer space ship and floating face comes looking for you. Use the quest zone to reap crystals from the planetoids with your alpha laser cannon. Each crystal you pick up will transform into a powerful bomb to use against Sinister. You'll need plenty of bombs to make it to the next level.



Combat for Cowards

If you've been elegant in your crystal mining, you should have plenty to make up for a midnight attack. You can't outrun the monster once it's seen you, so rely on your bombs to slow it down while you try to flee. Bad hit chips away a piece of its face until it's destroyed.

Arcade Trivia

Before the production of Sinister, the game was changed to make it more difficult. Arcade operators complained that players lasted too long on one quarter.

Developers considered naming the game Juggernaut or Dark Star.

No Quarter Shall Be Offered

The Game Pit also includes a video game trivia challenge, but don't get too nostalgic for the old days. Midway gives you everything worth remembering about the arcade. No creepy attendees to make change. No impatient teenagers stacking quarters on the game cabinet. Just the games. 🎮

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POKÉMON

Pokécenter

All Pokémon, All the Time!

Get in on the Gold Rush!

Our latest roundup of English Pokémon names features 23 more creatures, some of which you've probably encountered on your own Gold or Silver journey by now. Look closely at the Pokémon below. Some are related to other Pokémon we've

revealed in earlier Gold and Silver coverage, and one is related to a Pokémon from the original games. Three of the Pokémon are the final evolutions of Gold and Silver's three starting Pokémon. Can you find them all?





Swirub



Flemons



Natu



Teddiursa

Pokéchat

There's plenty of Pokémon stuff to talk about now that Gold and Silver and Pokémon Puzzle League are here. If you have a question, just send it in. Every Pokémon question is a good question.

Q: When are you able to use the Time Capsule in Gold and Silver?

A: You can use the Time Capsule the day after you meet Bill in Eterna City. You can use it then or he's fixing the Time Capsule in Eterna's Pokémon Center.

Q: I know what Fly and Surf do outside of battle, but what do Dig do?

A: Dig works in any place the Escape Rope works. If you get lost inside Urvin Cave or any other underground area, or if you want to leave an area like the Lighthouse or Six Forest quickly, you can use Dig for a fast exit.

Q: Will I get to compete in the Orange Islands in Gold and Silver?

A: No, you won't. That's one of the differences between the TV show and the games.

Q: I forgot to meet with Francis of Friday on Friday! Do I really have to wait a whole week to meet her?

A: Yes. Some events, like meeting the Day Shiny around Jhoto, happen on one day of the week only. Other events, like the Bug Catching Contest in the National Park, happen on more than one day—in this case, Tuesdays, Thursdays, and Saturdays. Friends will appear on Route 32 every Friday, but you'll never find her there on any other day.

Q: Will a Pichu transferred from Yellow

follow you around in Gold and Silver?

A: No. You can trade the Pichu that you start Yellow with to Gold and Silver and place it in your party, but it won't follow you around.

Q: What does Mist do?

A: It protects your Pokémon from attacks that would otherwise lower its abilities, like Knockout, which lowers accuracy, or Severe, which lowers defense.

Q: How can I tell if my Pokémon has one?

A: Good question. Many Pokémon won't evolve if they don't like you or don't feel attached to you. To check out your friendship with your best Pokémon, head over to the house to the right of the Department Store in Goldenrod City. The woman inside will tell you exactly how the first Pokémon in your party feels about you.

Q: What times are morning, day and night in Gold and Silver? I gotta catch 'em all, even if it means I can't sleep!

A: Any time after 6 p.m. and before 4 a.m. is considered to be night in Gold and Silver. Morning is from 4 a.m. to 10 a.m., and day is from 10 a.m. to 6 p.m. If you're looking for a particular Pokémon that comes out only in the evening, like Ledyba, you'll have plenty of time to catch it after breakfast. Don't go sleeping up until 4 a.m.—you can catch it at 6 a.m. instead.

Ghostly
Dustin Clares
Crawbrook, DCElectrifying
Graeme Whittney
Pleasant Valley, AZHypnotic
Reba Dierksen
Meriden, CAAshen
Megan Miller
Champion, MN

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Ask the Professor



How's your Pokémon Gold or Silver playing going? Have you made it very far in Pokémon Puzzle League? All of the newest Pokémon games are challenging and fun, and most of the questions this month come from one of them. I'm here to answer your questions if you run into anything tough in any Pokémon game.

How do I create large combos?

You have to learn to recognize a potentially large combo quickly in the jumble of multicolored blocks, which definitely takes practice. All of the puzzles in Pokémon Puzzle League are set up to be solvable. If you can see the pattern in the blocks, you can cash in on all the big combos and chains built into the blocks. Playing Puzzle University, which isolates a small group of potential combos and chains, will help you improve your ability to recognize the patterns.

Look for blocks of the same color in adjacent lines and rows, then group them to form blocks. Check out the puzzle below. The player on the left noticed that the red and blue blocks were almost lined up into a large block, so the player moved several of the blocks around to set up a large eight-block combo.



The player starts building the combo by moving the blue block left.



After the top blue block moved right, flip the red and blue ones.

Where do I get the special Poké Balls?

After you help Rust with the Slowpoke in Azalea Town, return to his house, stopping to pick an Apricorn from the one behind it. Rust can use differently colored Apricorns to make several kinds of Poké Balls. Blue Apricorns become Lure Balls to use while fishing. Green make Friend Balls, which make Pokémon very attracted to you. Yellow become Moon Balls, which help you capture creatures that evolve with Moon Stones. Black turn into Heavy Balls to capture big Pokémon. Red Apricorns become Level Balls, which can capture Pokémon at a lower level than your Pokémon.



White Apricorns make Fast Balls. But you can use to capture Pokémon that run away quickly and are difficult to catch.



Give a Pink Apricorn to Rust to create a Level Ball, which captures Pokémon that are the opposite gender of your battling Pokémon.

Why aren't my Pokémon producing an Egg? How do I hatch the Egg when I get one?

After you drop a Pokémon off at the Daycare on Route 33, walk outside and press A while near the Pokémon to check on its friendship with the other Pokémon. If you get the message "It's blossoming with energy!" or "It has no interest in the other Pokémon," you won't get a Pokémon Egg. Any other message means you will get an Egg—you just need to be patient. To hatch your Egg, place them in your traveling party and walk around a lot. In time, after you've gone pretty far, your Egg will hatch and you'll have a new Pokémon to care for and raise. You can store Eggs in boxes if you need to make room in your party.



These two Pokémon will produce an Egg if good time.



Place an egg in the egg in your party, then start moving!

What's a good rental team to use to battle the Elite Four in Round One of Pokémon Stadium?

There are many rental teams that would work well, but one we like has Rhyhorn, Gengar, Lapras, Machop, Dragonair, and Starmie. The team is diverse and tough and more than a match for the Elite Four and rival, since you have to battle them with the same team. Try using Starmie, Gengar and Machop against Lorelei, Gengar, Lapras and Starmie against Bruno, Gengar, Rhyhorn and Dragonair against Agatha, Starmie, Lapras and Machop against Lance, and Dragonair, Rhyhorn and Machop against rival. Study each Pokémon's move set before you play, and think about both Pokémon type and attack type when you're banking. You should come out of the match a winner!



A diverse team is crucial in the battle against the Elite Four.



The Electric-type attacks the Pokémon use are very important.

Colosseum

Is there anything you'd like to see in Colosseum? An all-Dark-type team? An unjustly overlooked Pokémon team? Well, then—send it in! The world is waiting!

What sort of team did the U.S. Pokémon Champion, Ian Garvey, use when he battled a cut at the first-ever Pokémon World Championships in Australia? We wanted to know, too, so we asked him to share his team with Nintendo Power readers. Ian used some very powerful, popular, practiced Pokémon in his battles, which must have been very exciting to watch. Check out his team to see what you think.

Alakazam



The Alakazam has a classic move set that won't surprise anyone much—but it's a classic because it works well. Trainers the world over prize Alakazam for its high Special rating, which makes Psychic attacks a thing of beauty. High Special means it's also protected from Special Attacks—in Red, Blue, Yellow and Pokémon Stadium, that is. Ian used his Alakazam in every battle he fought.

- Psychic
- Reflect
- Thunder Wave
- Recover

Snorlax



In these special moves for his Snorlax that use relatively common—with the high-level Trainers, including Anemoe, Ice Beam and Rest, and who could blame him? That's a natural fit for the sleepy Snorlax, and it works well with the ground-type HP. Thick-skinned characters have the time to use Anemoe to raise their Special as attacks like Ice Beam freeze out the competition, he didn't use Snorlax at the championship.

- Ice Beam
- Anemoe
- Body Slam
- Rest

Exeggutor



In most likely used Sun Spore to slow down the competition for its rocky Grass-and-Psychic type. The extremely unlikely Exeggutor can use Explosion to take out opposing Pokémon's hopes of winning a battle—but it has to be used wisely, since it also knocks out Exeggutor. Ian uses his Exeggutor in only two battles during the competition. Perhaps he found a lot of low- or Fire-type Pokémon.

- Psychic
- Mega Drain
- Explosion
- Sun Spore

Starmie



Starmie is a super star Pokémon because of its speed, its useful Water-and-Electric-type and its high Special rating. As you can see from the first Thunder Wave and one Sun Spore on his team, Ian believes that paralyzing your opponents is a good thing, and we'd like to agree—although the strategy works to work better outside of Pokémon Stadium. Ian used Starmie just once in his many battles.

- Surf
- Thunderbolt
- Thunder Wave
- Recover

Rhydon



Ian depends on his Rhydon and its Alakazam, using them both in every single battle. That's good because they have some great moves. It's almost so good, because a tough Water-type and a hard-hitting Pokémon with high Special rating—or even a stinked-out Slowbro or Slowking—could take down his two most dependable Pokémon. That's probably why he built a high HP-recovering move.

- Earthquake
- Rock Slide
- Substitute
- Rest

Zapdos



Zapdos also made Ian's team out of the time. Its very exclusive Light Screen and Thunderbolt from Special Attacks, Drill Peck for its great accuracy. Thunderbolt because it's powerful in the hands of an Electric-type and more accurate than Thunder, and Thunder Wave for its paralyzing reducing ground-type. Like each of Ian's team, its only weakness is its popularity.

- Thunderbolt
- Drill Peck
- Thunder Wave
- Light Screen



Shades of Grey

Shades of Grey
Sandy J. Pope
Aurora, IL



STARMIE BRIGHT

Starmie Bright
Mika Gumbel
Johns, MD, OH



Eevee Woodr
Eric Woodr
Palm, ND



NEWTYPE

Mew-Three
Ryan E. Gibson
Riverside, CA

Send questions, comments and letters to:
Nintendo Power
P.O. Box 10012
Burbank, WA 98013
p.k.centre@nintendo.com

Hot off the Press



We've got plenty of Pokémon news this month, with two sizzling new products we know you've been waiting for! They're both related to Pokémon Gold and Silver, which makes them pretty precious, too.

Pokémon Stadium 2

Set to hit stores on March 26, 2000, the tentatively titled Pokémon Stadium 2 will give eager Pokémon Gold and Silver trainers the chance to see all of their Pokémon in glorious, animated 3-D! Gold and Silver players should be thrilled to learn that they'll be able to see all the cool stuff in their rosters in 3-D, too.

We're getting tons of mail from Pokéfans who want to play Gold and Silver on their TVs in addition to Red, Blue and Yellow, and that's just what you can do with Pokémon Stadium 2. What more will the exciting Game Pak hold? Keep reading in the upcoming months to find out.



The screen shots you see are from the Japanese version of Pokémon Stadium 2. Some things may be changed for the US version of the game. Check the Pokécenter entry month for details.

Pokémon NEO Genesis Trading Card Game

An all-new edition of the Pokémon Trading Card Game from Wizards of the Coast is on its way in early 2000. Most of the details, including the final release date, are shrouded in secrecy, but we can tell you that the Pokémon NEO Genesis Trading Card game has lots of new stuff, including two new types

of Pokémon and Energy Cards, Darkness and Metal, and new Trainer Cards, too!

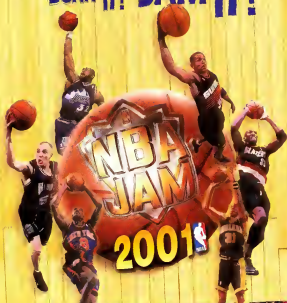
As you've probably guessed, NEO Genesis features Pokémon from the already phenomenally popular Pokémon Gold and Silver. The new creatures will be introduced in several different NEO Genesis sets beginning early next year and ending later in the year. We'll be sure to give you more NEO Genesis information as it becomes available.

neo

genesis™

For more Pokémon news, be sure to check out www.pokemon.com

**STUFF IT! SLAM IT!
DUNK IT! JAM IT!**



All-new arcade moves, after school, gym class, never played?



Now five ways, plays just right, toughest, on fire, full-court superdunks!



8-on-2 w/ lock action, no-ticking, push, all 25 NBA teams and over 100 superstars!



Amazing superstar moves. Just like a superstar drink. Pizzas & love you know that!

**GAME BOY
COLOR**

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**Acclaim
SPORTS**
acclaimsports.com

You can always count on your Pokémon when the walls start tumbling down. They'll be by your side for all the feverish fun in Nintendo's block-busting puzzle challenge for Game Boy Color.



POKÉMON PUZZLE CHALLENGE

A Chaotic Cascade of Collapsing Colors

Intelligent Systems has teamed up with Pokémon's creators to brew a bewitching blend of puzzle solving and creature battling. If you've already experienced the thrill of Pokémon Puzzle League on your N64, then you know the kind of frenetic fun that's in store for you on Game Boy Color. The basic challenge is to switch blocks to line up combinations of colored symbols. If you line up three or more identical blocks, they'll disappear from the screen and you'll earn points. It may be a simple formula, but it yields hours of complex challenges as you play through the Game Pak's many modes.



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Mixing and Matching

Pokémon Puzzle Challenge offers a multitude of modes to test your mind. You can start with Training Mode, move through focused challenges such as Time Zone or Garbage!, then use your well-honed skills against another Pokémon fan in Two-Player Mode.

TRAINING

Renowned Pokémon expert Professor Oak knows that the best way to learn a skill is through instruction and practice in a controlled setting. The game has modes that show you how to perform moves, and provides a slow-motion practice mode to try out what you've learned.



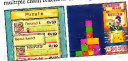
After careful study of the various combos and chains, you can work your way through a game in slow motion. The complex sequences will eventually become second nature to you as you play at faster speeds.

Block Party of One

Even if your puzzle-playing friends have deserted you, you can still have a blast playing against the computer in One-Player Mode. Open up new Pokémon in Challenge Mode or try out more specialized challenges. The open-ended nature of the game ensures it will never get boring.

PUZZLE

Unlike the more action-oriented modes, the Puzzle challenge offers a stationary combination of blocks that you must clear from the screen in a set number of moves. It sounds easy, but many of the puzzles are deceptively difficult. In the later rounds, you'll need to think many moves ahead to activate multiple chain reactions of falling blocks.



Professor Oak has created a progressively difficult sequence of new boards for you to solve. You must complete eight of the ten puzzles before you can move on to the next round.

TIME ZONE

Time Zone is the flip side of Marathon Mode. In each game, you'll get a limited amount of time to score as many points as possible.



You won't want to play conservatively in Time Zone. Blocks Push upsides of blocks with available items to create opportunities for scoring. If you play well, you'll be able to enter your name next to your point total on the Best Scores list.

TWO-PLAYER

Two players who each have a copy of Pokémon Puzzle Challenge can face off against each other via Game Link Cable. Players can choose a Pokémon to use in battle then drop solid, immovable Garbage blocks on each other by creating big combos and chains. Players can also compete to clear the screen down to a preset line in Line Clear Mode.



Two-Player Mode works much like the one-player Challenge Mode, except that you face a real player instead of a CPU-controlled Dyno-Liner. If you pull off big combos, you'll be able to bury the other player under Garbage blocks.



MARATHON

Marathon Mode lets you set the speed and difficulty level of the basic game, then throws blocks at you for as long as you can clear the screen. See how long you can play, or try to rack up the highest score possible.



Marathon Mode can provide beginners with easy practice time or give skilled players a grueling workout—depending on how high the speed and difficulty levels are set.

GARBAGE!

Garbage! Mode is very similar to Marathon Mode but has one crucial difference: You must clear piles of Garbage Blocks as they fall on your stack. Garbage is cleared when you create a combo next to it.



Pick the Pokémon you want to dump Garbage on, then set the difficulty level. Instead of adjusting the speed of the block movement from the bottom of the screen, you adjust the speed and amount of Garbage that falls from the top of the screen.

CHALLENGE

Once you've developed your block-busting abilities, take your skills on the road in Challenge Mode. You'll walk from town to

town in search of local Gym Leaders. Use combos and chains to make their Pokémon faint, then move on to the next challenge.



Every town you visit has a Trainer looking for a fight. After exchanging a few terse words, you'll go right into a battle. Choose a Pokémon to represent yours; the match then tries to score hits against your rival's Pokémon by creating combos of four or more blocks.



You'll face a string of progressively Gym Leaders when you attempt Challenge Mode on the easy difficulty level. More difficult opponents are waiting on the normal and hard levels. Your quest will end if all three of your Pokémon are defeated.

CRUSHING MOVES

The tough Pokémon you find on the normal and hard difficulty levels demand aggressive strategies. Four-Block combos cause damage, but you should also look for big combinations to finish off opponents before they bury you under Garbage.



Use B to deliver an attack against your opponent each time you put together a combo of four or more blocks. Each one chokes away at the rival Pokémon's hit points.



The longer the combo or chain, the more damage you'll inflict on the other Trainer's Pokémon. A big combo, like the six-Block one shown above, will crush opponents.

Switch-Hitting

In Challenge Mode, you should look for big combinations and chains, even when there are plenty of three-Block combos available. Show some patience and set up your moves carefully. A little bit of planning can mean the difference between victory and defeat.



BLOCK COMBOS

While your natural inclination may be to clear lines from the screen as fast as you can, you should fight the urge. More blocks on the screen mean greater opportunities for big combos. Concentrate on building large combinations, but don't ignore the rest of the pile while you do so. If you focus too hard on banking a specific combo, you may waste time when easier combinations abound.

3 BLOCKS



The bread-and-butter move in the game is useful for converting Garbage to usable blocks.

4 BLOCKS



Four-block combos are usually set up by vertically connecting two blocks to one block in a column.



If you create your four-block combo next to a Garbage block, you'll break the solid block into usable pieces.

5 BLOCKS



To achieve our final five-block combos, move two two-Block sets of the same type into the same column, separated by a block of a different type. Slide the last block of the same type into place between the two sets.



Five-block combos are also possible by creating "11" or "1L" configurations. For both types, you'll need to slide the central, connecting block into place last to form a combo.

6 BLOCKS

Six-block combos are rare, but possible when you have two potential 3-block combos—one horizontal, one vertical—adjacent to each other. Switch the blocks at the corner of the two sets to create the combo.

7 BLOCKS

A column of four blocks and a column of three blocks can be used for a seven-block combo. Position the two columns next to each other so that one block in the three-block set and the second block from the bottom in the four-block set can be flipped to complete the both-combo set/stackably.

8 BLOCKS

An eight-block combo can be created in much the same way as a seven-block combo. All you need to do is flip the central block in a four-block set or a three-block set to create an eight-block combo. You can also use two four-block combos.

CHAIN COMBOS

Creating block combos isn't the only way to score points and defeat opponents. Chains are created when the disappearing blocks from one combo cause another combo. Chains are often lucky accidents, but you can make them happen on purpose if you look closely for them.

X2 CHAINS

Potential two-combo chains are relatively easy to spot, while you're in the middle of a limited match. Adjust blocks that are suspended by blocks that you're about to make into a combo. As shown above, you can displace a combo and open a slot for the suspended block in a new row.

X4 CHAINS

Chains of four or more combos are extremely rare and almost always accidental. If you see a combo falling into place, however, you can make the most of it by moving other pieces around while the chain is still in play. When the blue piece was moved into place in the first panel shown above, it helped turn a three-combo chain into a four-combo chain.

COLOSSAL COMBOS

It's possible to create 10 or more blocks, but the biggest combos are likely one event in the fast-paced Pokémon battles. When you see just these all, the odds are in your favor.

**X3 CHAINS**

It's rare when chains happen automatically, but many times you'll need to help them along while they're in progress. The vertical combo in the middle of the three-combo chain above was accomplished by quickly moving a block into place.



Garbage in, Garbage Out

Garbage blocks can pressure you and your pals, or create new scoring opportunities, depending on how you react to them. Create combos adjacent to Garbage blocks to turn them into usable blocks. The blocks will fall into place in gaps below and sometimes even create chain combinations. In Two-Player Mode, you'll drop Garbage on your opponent by building combos and chains.



Garbage isn't necessarily bad, but it can be deadly if you let it get too close to the top of the screen. Keep your pile low when the trash starts tumbling down.



Loads of Garbage can mean lots of blocks if you create an opportune combo next to the offending material. Use the new building supplies to put together bigger combos that would have been possible in your original pile. As an added bonus, chain reactions often occur when the Garbage breaks apart.

Pick up Pokémon Passengers

You'll start the game with three Pokémon and quickly add to your menagerie by defeating specific Gym Leaders after accomplishing specific combos or chains. After a Gym Leader gives you a Pokémon, you'll be able to choose the new character on the Stage Select screen.



PIKACHU



The most famous Pokémon of all is perhaps the easiest to acquire in *Confusion Mix*. Playing numerous level or higher will reward a Pikachu, a reward that includes more than six blocks before you reach Clear. When you do beat Gattelman, he'll hand over his Pikachu.

TOGEPI



Poke! (as well as egg on his face) after you do level 100, but you'll be the one waiting away with typical 30-second combats like most before you reach Clear. You must create a combo of more than ten blocks before you complete against Clear on normal or hard.

MARILL



As its name suggests, Swimmer does train. Water-type Pokémon is its special trait. He'll graciously give you his Marill if you do level 100, but first you'll need to create a chain of more than four combos before you battle Clear on the normal or hard level.

SEWEEPY



Recently will reappear but Seweepy if you do level 100 on normal or hard. How do you succeed for each enemy behavior? Maybe she's interested in the shade of more than three combos you'll achieve before beating Clear.




Be a Blockhead

The infectious action of *Pokémon Puzzle Challenge* is sure to have you flipping blocks for hours, and the game's many features will give you extra incentive to accumulate combos. Fill up the Gallery with images from your assorted victories, or start to fill in the many mysterious question marks on the Stage Select screen. You gotta win 'em all! 🎮

Disney's
THE EMPEROR'S
NEW GROOVE

It's All About Me!

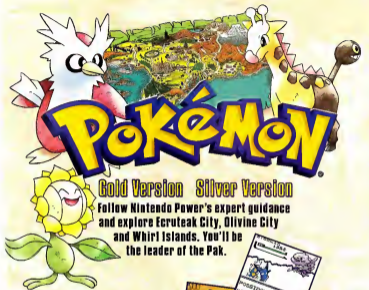


Think you've got enough games to be ME? Then step on up, it's your turn to be the llama. BOO--YA! Spit for distance, leap gaping chasms, even tangle with blood-hungry jaguars. Look at you and your bad self. Hey, now it's all about you!



Ubi Soft





POKÉMON

Gold Version Silver Version

Follow Nintendo Power's expert guidance and explore Ecruteak City, Olivine City and Whirl Islands. You'll be the leader of the Pak.

A Jaunt in Johto

This month's Trainer tour includes a Bug-Catching Contest in the National Park north of Goldenrod City, a daring encounter with the treacherous Sudowoodo, a battle royal with the Kinsno Girls of Ecruteak City and a marathon swim around Whirl Islands. If that's not enough to whet your Pokémon appetite, you'll learn about two new evolutionary forms of Eevee and the third evolutionary forms of Cyndaquil, Totodile and Chikorita. It's enough to make a Pokémon master drool in anticipation, but close your copy of Power if you do because you won't want to ruin the treasure of information waiting for you in the following pages.



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GAME: FIREARMS





Route 35 connects Goldenrod City to the National Park. You'll battle several Trainers and collect TM 04, Rollout, which builds slowly to a powerful attack. Look for valuable wild Pokémon, too, such as Ables, Dewozes, Nidoran♀ and Nidoran♂! If you're lucky, you may even catch a Ditto.

ROUTE 35

#	Wild Encounters			Trainer Encounters		
	Common	Rare	Very Rare	Common	Rare	Very Rare
#10	PROXY	FEW	FEW	NONE	FEW	FEW
#20	NIDORAN ♀	MANY	MANY	MANY	MANY	MANY
#30	NIDORAN ♂	MANY	MANY	MANY	MANY	MANY
#40	ABLE	MANY	MANY	MANY	MANY	MANY
#50	DEWOZE	MANY	MANY	MANY	MANY	MANY
#60	DITTO	FEW	FEW	FEW	FEW	FEW
#70	HOODHOOD	NONE	NONE	FEW	NONE	FEW

#057 TYPHLOSION (TM 04)

Typhlosion is the final evolutionary form of Diglett! The powerful Fire-type Pokémon will search Grass, Flying, and Bug-type Pokémon with FlameThrower.

- Attacks: FLAMETHROWER, SMOKESCREEN, QUICK ATTACK, SWIFT
- Items: COIN, STRONGIC
- FlameBreath



The National Park is bursting with Bug- and Grass-type Pokémon. You'll also find some secrets, such as the gap in the fence that opens the way to TM 08, Dig. The biggest event is the Bug-Catching Contest.



He hold contests regularly in the



The Bug-Catching Contest is held on Tuesday, Thursday and Saturday. You'll have 30 minutes and 20 Park Balls to catch the strongest Bug-type Pokémon, but you'll have just one Pokémon with you and you won't get to take any items. The Pokémon you choose should be able to defeat a level-16 foe with ease.

Go! Catch Them Bugs!

#8	GRASSHOPPER	LEVEL 8
#7	ARMED-ARM	LEVEL 8
#6	BUTTERFLY	LEVEL 8-10
#5	WEEBIL	LEVEL 7-9
#4	KARUNA	LEVEL 5-7
#3	BEETLE	LEVEL 5-7
#2	PIKAS	LEVEL 3-7
#1	WINGUR	LEVEL 3-5
#0	SCHYR	LEVEL 1-3
#0	FRIGID	LEVEL 1-3

Prizes

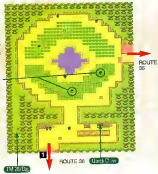
First	SUN STONE
Second	EVIL STONE
Third	GOLD BRUSH
Consolation	BEERY

Night Watch



Your POKEMON look pretty tough.

The guard at the entrance to the National Park is pleasant enough in the daytime, but he'll challenge you to a battle later if you're not for him at night. He won't arrest you, but he will slow you down.



Encountered Pairs

#	Wild Encounters		Trainer Encounters	
	Common	Rare	Common	Rare
#10	CATERPIL	MANY	MANY	NONE
#20	METAPOD	MANY	MANY	NONE
#30	WEEDLE	NONE	NONE	NONE
#40	KARUNA	NONE	NONE	NONE
#50	TRIGDY	NONE	NONE	NONE
#60	HOODHOOD	NONE	MANY	NONE



Routes 36 and 37 link four important areas of Johto: Violet City, the Ruins of Aliph, the National Park and Escrouteak City. The grassy fields contain a wide assortment of interesting Pokémon, such as Scantler, Leodya and Growlithe. The Apricorn orchard supplies the raw materials for Heavy, Light and Level Balls. There may not be many Trainers, but there's plenty of action.



ROUTE 36

	WILD	SWER
	Many	Many
	Common	Rare
#64 PIGEY	MANY MANY NONE	MANY MANY NONE
#30 NOODARM	MANY MANY MANY	MANY MANY MANY
#32 KURURAY	MANY MANY MANY	MANY MANY MANY
#72 VILPEX	NONE NONE NONE	MANY MANY MANY
#80 CROWLITE	MANY MANY MANY	NONE NONE NONE
#90 HEADHUT	NONE NONE MANY	NONE NONE MANY
#234 STANTLER	FEW FEW FEW	FEW FEW FEW

#65 SUDOWOODO TYPE: ROCK

Rock types such as Sudowoods are vulnerable to Water- and Grass-type opponents. You should try to catch the few that remain for your collection. Its Fast Attack is surprisingly powerful.

Attacks	1-10
MIMIC	STUNNED
LEW BICK	
ROCK SLICE	
WIND ATTACK	



Free the Tree



The tree that blocks the path from the National Park to Violet City is actually a Pokémon called Sudowoodo. Use the Spirit Board to get it fighting wild. You'll have only one chance to catch it.

Smashing Rock



After lighting Sudowoodo, head to the east toward Violet City. You'll find a man who gives you TM 04, Rock Smash. Rock Smash performs so far above, sometimes knocking Pokémon being underweight.

Catch 'Em Wild



The tall grass along Routes 36 and 37 contains a wealth of useful Pokémon. Spend some time fishing them out by casting them plenty of Poké Balls and Great Balls with you to catch them all.

#234 STANTLER TYPE: NORMAL

Stantler's antlers give it its only weapons. Using Hypnosis or Confuse Ray, the impugner can force the Pokémon to bring a powerful enemy to its knees. Approach with caution and carry Awakening.

Attacks	SHRUG
HYPNOSIS	FLAME
STOMP	
TRICK ROOM	
CONFUSE RAY	



ROUTE 37

	WILD	SWER
	Many	Many
	Common	Rare
#6 PIGEY	MANY MANY NONE	MANY MANY NONE
#30 NOODARM	NONE FEW NONE	NONE FEW NONE
#32 KURURAY	NONE NONE NONE	MANY MANY MANY
#64 PIGEY	MANY MANY MANY	NONE NONE NONE
#80 CROWLITE	NONE NONE MANY	NONE NONE MANY
#90 HEADHUT	FEW FEW NONE	MANY MANY NONE
#37 SPINNAK	NONE NONE MANY	NONE NONE NONE
#234 STANTLER	MANY MANY MANY	MANY MANY MANY



The town of Ecroteak City holds several mysteries and dangers. You'll meet Bill, your Rival and the famous Kinnou Girls. You'll step into the Burned Tower and learn the legend of the Tin Tower. The Gym has its own surprise in addition to Morty and his Trainers.



Kinnou Girls



The two Kinnou Girls may seem dainty, but they'll stop you with their five evolved forms of Bees. To win HM 03, Surf, from the girls, you should take a one stop at a time and heal your Pokémon between bouts.



Burned Tower



When you head to the Burned Tower, expect to meet your Rival, set to vanquish three mysterious Pokémon. Prepare to meet wild Koffing, Flaaffy and Zubat, too. Use Rock Smash to reach blocked areas of the building.

A Rival

Your Rival has a stranger look this time. In addition to one of the Pokémon you don't choose at Professor Elm's lab, he'll have a Level 16 Maguwo, a Zubat and a Houndoo. If you have strong Ground- and Fire-types, you should be fine.



Rare Species

When you go down the middle ladder the floor of the Burned Tower, you'll encounter three Pokémon that immediately run away. The three are Rinkou, Entei and Suicune. The rarest Pokémon will appear randomly in the wild. Be prepared to chase after them for a long time.



Fourth Gym Leader, Morty



It isn't easy reaching the Gym Leader in Ecroteak City. There is an incredible floor you must to find. The clue, "Move across the way," is a hint telling you to walk toward the "Secret" Secret. Use Psychic and Ground-type to battle the Ghost-type Pokémon you encounter in the Gym.

100 PERRILLICAN TYPE: SPIN

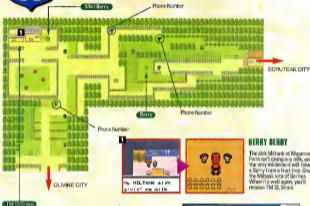
The final weapon to collect evokes legendary battles. Perrilligan Surf is a valuable move, among it a powerful Water-type attack and helps you cross lake and seas at will.

Attack:	145
HP:	607
DEF:	507
DEFENSE:	507
DEFENSE PUMP:	507





Routes 38 and 39 connect Ecrutek City with Olivine City. As you pass through the area, you'll find Trainers who are spoiling for a fight and a farmer with a sick Milank. Don't let that spoil your day. The two routes are famous for being the home to some wonderful Pokémon, such as the magnificent Tauros, the shocking Magnemite and Meowth.



BERRY BERRY

The sick Milank at Maximo Farm isn't giving a milk, and the only medication will take is a Berry from a fruit tree. Give the Milank lots of Berries. When it's well again, you'll receive TM 32, Snore.

#131 ESPEON TYPE: PSYCHIC

You'll find Espeon first in Goldenrod City. Espeon can evolve in a Psychic-type, which also best without attack such as Psychic.

Attacks	HM's
SAND-ATTACK	FLASH
PSYIC	
MORNING SUN	



#193 HOOTHOOT TYPE: NORMAL (FLYING)

Look for Hoothoot in Vania. The Great Sabletank will make it a valuable member of your team.

LEVEL 33 #184 NOCTOWL NORMAL (FLYING)

Attacks	HM's
BACKLASH	FLY
HYPERBOLT	
TAKE DOWN	
BREAK LAPSE	



#161 SENTRET TYPE: NORMAL

The Normal-type Sentret can use two HMs. When it evolves to Furret, it gains HM 04, Strength, as well as the powerful Normal-type attack.

LEVEL 33 #162 FURRET NORMAL

Attacks	HM's
GUICK ATTACK	SURF
SLAM	SOFT
REST	STRENGTH
AMNESIA	



#137 UMBREON TYPE: DARK

The Dark-type evolution of Espeon takes place only at night. Espeon evolves only in the day time or morning. Push the B Button to stop your unevolved evolution.

Attacks	HM's
PROOF	FLASH
GUICK ATTACK	
HURT ATTACK	
DRAGON LIGHT	





Olivine City is the Johto port closest to foreign lands, but you won't be able to take the S.S. Aqua to reach Kanto until you defeat the Elite Four later in the game. On your first trip to Olivine, you'll want to collect HM on, Strength, and the Good Rod. You'll also have to help Jasmine, the local Gym Leader, heal a sick Pokémon in the Lighthouse.



Good Fishing

If you want to catch stronger Water-type Pokémon, you'll need a better rod. The man in the hat is willing to part with the Good Rod. He's had 30 years of good luck with it.



Pump It Up

The man at the top will give you HM 04, Strength. Acquire Strength to one of your Pokémon before heading to Route 43. You'll need to push stones when you reach Clearwood City.



First Floor



Second Floor



Phone Number

Third Floor



Fourth Floor



Heal the Pokémon

Before you can challenge Jasmine in the Gym, you must go to Clearwood City and get the Secret Pharmacy and get the pharmacy. Take the medicine to the top of the Lighthouse when you return.

Fifth Floor



Rare Candy

TM 34 Swagger

Sixth Floor



Great Ball

Super Potion

Fifth Gym Leader, Jasmine



Once you've helped her heal the sick Pokémon in the Lighthouse, Jasmine will give you the Olivine City Gym. Her favorite Steel-type Pokémon are weak against Fire, Water, and Electric types. If you win, you'll earn the Mineral Badge and TM 23, Iron Tail.



The watery route to Cianwood City in the southwestern corner of Johto is filled with Tentacool and Tentacool Swimmers. Trainers are everywhere, and mysterious whirlpools protect Whirl Islands. Once you have HM 06, Whirlpool, you'll be able to reach the island and try to uncover its secrets.

PSY4 MEGANUM FLY GRASS

The final evolvable form of Colosso is a threat to all Megaevols. Solar Beam is so intense it locks against Water, Ground, and Rock-type foes.

Attacks:
 BAKER LEAF
 SPRINGING
 BODY SLAM
 SOLAR BEAM

HM:
 CUT
 FLY
 STRENGTH



SWIM MEET

The sea between Olivine City and Cianwood City is a great place to earn money. Bring an Electric-type Pokémon with you to fight the Water types you'll meet, and use the Amulet Coin to double your earnings.



Cianwood City looks like a safe haven after the long swim through Route 40, but it's not all fun and games in the sunny south. One of the best Hidden Machines in the game is available in Cianwood City—HM 04, Fly—and you must defeat Chuck to get it. With Fly, you'll be able to travel as the crow flies.



Whirl Islands



After defeating the Gyn Leader in Mt. Mystery, you'll have the ability to use Whirlpool outside of battle. You'll be able to reach Whirl Islands, where it is rumored that Lugia dwells.

Pharmacy

The Pharmacy has one main purpose—it's where you get the Secret Potion to take to the sick Pokémon in Olivine City. The other medicines in the shop include useful items such as Revive and Full Heal.

Potion	350
Super Potion	700
Hyper Potion	1,200
Full Heal	600
Revive	1,500



Sixth Gym Leader, Chuck



You're worthy of STONEMONEY!

Chuck isn't like other Trainers in the Cianwood City Gym. His roster of Pokémon includes Ninetales and Houndoom, Machop and Machop, Mankey, Poliwag, and Poliwag. Get a Pokémon at Level 30 or higher with Water-, Grass-, and Psychic-type attacks. Use 1-win TM 06, Dynamic Punch.

Catch It All

Whether you're playing the Gold or Silver version, much more lies ahead. After defeating the eight Gyn Leaders in Johto, you'll have to reach Kanto and take on the Elite Four of the Pokémon League. Look for continuing coverage of Pokémon Gold and Silver strategies in upcoming Pokémonizer columns. And if you want the complete walk-through, check out the Pokémon Gold and Silver Official Nintendo Player's Guide. 📖

Disney's
DONALD DUCK

"Goin' Quackers!"



Donald is Goin' Quackers!

Donald runs amok, goes berserk, and gets hyper across 36 levels in a cartoonish world as he embarks on this hilarious quest to rescue Daisy. Defeat the evil magician, Merlock, then collect all the pieces of Gyro Gearloose's teleporter to send Merlock to a new dimension!



Available November 2000



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player's poll contest

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AIR!



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- Plus a thrashin' **Salomon Snowboard or Salomon Skis**
- A cozy **Big Mountain 2000/Nintendo pullover jacket**
- And a **Big Mountain 2000 Game Pak.**

second prize

Five second prize winners will carve out a **Big Mountain 2000/Nintendo pullover jacket and a Game Pak.**



third prize

Fifty third place winners will reach the finish line with a **Nintendo Power T-shirt.**



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COUNSELORS' CORNER

Your Questions—Our Experts!



The Legend of Zelda: Majora's Mask

WHERE IS THE STRAY FAIRY IN CLOCK TOWN?

The Great Fairy isn't looking like herself when you first enter the Fairy Fountain in Clock Town—the Skull Kid has turned the magical creature into a swirling mass of small fairies. The Great Fairy will reassemble herself only when all her component parts are back in the fountain. You'll need to capture one stray flier in Clock Town to set things right. Its location is dependent on the time of day. You'll find the stray in the Laundry Pool during the day. Hop across the water to reach it. The Stray Fairy can be more difficult to catch at night. Use the Deku Flower in East Clock Town to catch the

creature while in flight. If you return to the fountain after you've snagged your quarry, the complete Fairy will reward

your efforts by granting you a magical attack that lets you fire damaging bubbles at distant targets.



The Stray Fairy in South Clock Town's Laundry Pool is easy to reach, but be careful as you hop across the water. Deku Scrubs don't swim.



The Great Fairy is far more than the sum of her parts. The resulting creature will give you the ability to fire magic bubbles.

HOW DO I GET INTO THE BOMBERS' HIDEOUT?

The Bombers Secret Society of Justice is an exclusive club that wouldn't normally accept a Deku Scrub as a member. Break the gang's species barrier by proving yourself in a game of hardcore hide and seek.

Get their leader's attention in North Clock Town by popping a balloon with a bubble blast. He'll be so impressed that he'll let you attempt the gang's initiation test. You'll need to find and catch all five

Bombers by dawn of the next day to get a secret code to enter the Bombers' hideout. Two Bombers are in North Clock Town, two are in East Clock Town and one is in West Clock Town.



You'll find Jim, the leader of the Bombers, attempting to shoot down a balloon in North Clock Town. Pop it to earn his respect.



You'll need to take flight to catch a Bomber on the roof in East Clock Town. Another Bomber will try to evade you using clockwork power.



After you've found the whole gang, the Bombers will give you the secret code to enter their hideout, which leads to the Astral Observatory.

HOW DO I USE THE DEKU FLOWER NEAR THE CLOCK ?



It's not in a Deku's nature to share, so it shouldn't surprise you that the scrub in South Clock Town is protective of his flower. He's a tough nut to crack, but he has a soft spot: his wife. If you can find the perfect gift for her, he'll gladly hand over his property. A Moon's Tear will say he cares enough to wait for a crystal shard to fall to earth—only she won't know you did the waiting for him. Look at the moon through the telescope in the Astral Observatory to witness the cosmic crying. You'll find the tear outside the building.



The Deku Flower near the clock tower will help you reach the building's entrance at a critical juncture, but its owner won't vacate it.



The moon must be blue, because you'll see it crying as you peer through the telescope in the Astral Observatory. Pick up the tear outside.



WHY CAN'T I SAVE THE GAME?

The game will automatically save up to the point when you first enter Clock Town as a Deku Scrub, but then you'll have to re-live the same 72 hours in town until you win back your ocarina from the Skull Kid. Once you have your ocarina, return to the Nappy Mask salesman inside the clock tower. He'll remove your Deku Mask, which will let you play as Link. You'll still have to relive the same 72 hours, but you'll be able to leave town, retain some items and save the game using owl statues.



You must battle the Skull Kid after midnight on the final day to win back your ocarina. Once you have it, it will stay in your inventory.



Once you return to your Link form, you'll be able to converse owl statues with your sword to warp around and save your progress in the game.

HOW DO I MANIPULATE TIME?

There are three ways to manipulate the flow of time in the game, and all of them involve playing music on your ocarina. They don't call it the Ocarina of Time for nothing. You may already know the Song of Time from the last *Zelda* game, but you'll be treated to a flashback sequence

in case you forget. The Song of Time resets the clock to morning of the first day. The Scarecrow will teach you the Song of Double Time and the Inverted Song of Time when you first show it your ocarina. The Song of Double Time warps time forward to 6 a.m. or 6 p.m.—

whichever is closest to the time you play the song. The Inverted Song of Time slows down time so that the days last twice as long. You'll find the extra time invaluable when you need to perform a complex series of tasks before the moon crashes down on you.



When you get back your ocarina from the Skull Kid, a flashback sequence will reward you of the Song of Time. Play it to reset the clock.



The Scarecrow knows a couple of good riffs that will help you pass the time or slow it down. The Song of Double Time warps you forward in time.



It's probably a good idea to play the Song of Inverted Time each time you meet the clock to the first day; it gives you twice as much time to play.

HOW DO I GET MY STUFF BACK FROM THE TAKKURI BUZZARD?

If you spend much time wandering around Termina Field, you'll probably run into the chattering *Takkuri* buzzard. The bird isn't dangerous, but it is exasperating. It will swoop down, steal valuables from you, then soar back into the sky. If the buzzard takes an irreplaceable item—such as your sword—you can either restart the three-day cycle or recover your goods on the black market. Head for the Curiosity Shop if you don't want to go back to the first day. The owner has some familiar items for sale.



The *Takkuri* buzzard of ten appears near the entrance to Milk Road in Termina Field; it will rip you off if you aren't careful.



It's possible to bargain with the stoody owner of the Curiosity Shop. All you can do is buy back your property and learn from the experience.

Donkey Kong 64

WHERE IS THE SECOND BANANA FAIRY IN FRANTIC FACTORY?

The first Banana Fairy in Frantic Factory—the one in the passage to the nut-bros game—is easy to find, but the second will remain hidden until Tiny performs a crucial task. Shrink the wee Kong so she can enter a tunnel in the Testing area that leads to a target game. You'll need to use your Feather Bow to shoot objects on a spinning dart board to win a Golden Banana. The dashboard next to the dart board will show you which targets to shoot. If you win the game, a Banana Fairy will appear near Funky's Score.



The dartboard game in Testing challenges you to hit targets on a spinning dart board. It spins faster each time you hit the correct target.



A Banana Fairy will appear near Funky's Score after you complete the dart game. Use the camera to capture it.

HOW DO I REACH THE MAGIC BEAN?

A Magic Bean you'll need to plant in the Fungi Forest is hidden in a tree stump near the hollow tree. It's up to Tiny to reach the hole on top of the stump, a task that will require some help from her feathered friend, Squawk. Use the Tiny Barrel to shrink down to portable size, then play your saxophone on the Music Pad to call Squawk for a ride. The parrot will carry you up the knothole so you can enter the stump. When you're done Orange-bombing the Klaxsons for a Golden Banana, pick up the nearby Magic Bean.



Squawk will fly you up to the top of the tree stump, but only if you become a Mini-Monkey before you play the saxophone.



Plant the Magic Bean you just made in the stump to create a giant beanstalk elsewhere in the Fungi Forest.

HOW DO I DEFEAT DOGADON THE SECOND TIME AROUND?

The giant dragonfly that harassed Diddy on the Angry Aztec level will return to torment Chunky in the Fungi Forest. Use the TNT Barrels to blast the boss when he lands, then dodge his fireball attacks

while he's in the air. After Dogadon's second taste of TNT, a Chunky Barrel will appear and the platform you stand on will begin to disappear into the surrounding lava. You must Primate-Punch Dogadon

three times after you turn into Hunky Chunky, hit him with the TNT barrel then Primate-Punch him three more times. If you miss with either the punches or the barrel, you'll burn up in the lava.



Dogadon is a major threat who'll heat the pit. Dodge his fireball attacks if you want to preserve your skin!



When the Chunky Barrel appears, quickly turn into Hunky Chunky. The transformation will allow you to use Primate Punches.



You'll need to connect with six Primate Punches—three per Hunky Chunky transformation—or you'll be consumed by lava.

Crystalis

WHERE DO I FIND THE FOG LAMP?

The Fog Lamp is hidden in a cave northeast of Porton, the seaside town where you'll need to use the item to borrow a boat. Starting in Porton, move up and to the right until you find river rapids to the right of a poisonous bog. Using your recently acquired Ball of Water, power up your Sword of Water to create a bridge, then keep moving right to find the cave. Once you're inside the cave, you'll need to travel through a network of passages and stairs—beating walls with your Sword of Wind when necessary—before you'll reach a bridge. Go left under the bridge then up the path to find a treasure chest containing the Fog Lamp.



Use the Sword of Water to create a bridge over a poisonous bog outside Porton, then cross the shallow.



Several breakable walls stand between you and the Fog Lamp. The Sword of Wind will help you smash your way through them.

HOW DO I GET TO SPIRIT ISLAND?

You must have the Necklace of Fate to enter the spooky environs of Spirit Island. Once you've picked up the Love Pendant in a small cave near the Beach Hut, you'll want to complete your jewelry collection in the Town of Joel. The only way to reach Joel is by dolphin, so steer the aquatic mammal north, or up, from the Beach Hut where you first made its acquaintance. Steer slightly left to find a cave in the water. When you enter the cave you'll be in the town of Joel. Go inside the house above the inn to speak with the Elder. She'll hand over the Necklace of Fate. Hop on the dolphin again, then go left from Joel to find a gated cave. Equip the necklace to open the gate then enter Spirit Island, home to the forbidding Town of Spirits.



Use the helpful Elder in the senatorial house above the inn in the Town of Joel. After a short conversation, she'll give you the Necklace of Fate. The jewelry opens the gate to Spirit Island.



Make a dolphin voyage to the left of the Town of Joel and you reach a cave entrance blocked by a gate. Equip the necklace in front of the gate to enter Spirit Island.

Q&A FAST FACTS

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ARMY MEN: SARGE'S HEROES 2

X-MEN: MUTANT ACADEMY

CARNAGEOON 64

Q: How do I check enemy power levels?

A: You can't check the numbers.

Q: How do I drive vehicles in the game?

A: You can't operate vehicles—unless you're playing Army Men: Air Combat.

Q: I'm stuck. What do I do next?

A: If you get stuck, you can always hit the Start button to pause the game. The pause screen lists your objectives.

Q: Can Mystique change shape?

A: No. She doesn't have that power in the game.

Q: Why does the screen turn red when I get Cyclops?

A: The screen turns red because he uses his Eye Beam attack.

Q: How do I use the Sage of attack?

A: Simultaneously press the A and B buttons.

Q: How do I earn more races?

A: You must complete all of the races to earn extra missions.

Q: My car is upside down. What can I do?

A: Press the L button for the Racetrack Assist. It will flip your car over the next red light back on the track.

DRAGON'S LAIR



DIRK THE DARING IS BACK!

Control the fate of Dirk the Daring in the long-awaited return of *Dragon's Lair*, now for Game Boy Color. The fair princess, Daphne, has been seized by the evil dragon, Singe, and only Dirk the Daring can rescue her from his clutches. On your quest, you must fight your way through the castle of the dark wizard who has enchanted it with treacherous monsters, traps and other obstacles. Lead on brave adventurer!

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Animated Violence
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The most groundbreaking, chest-pounding, barrel-busting Super NES adventure ever has gone portable. Donkey Kong Country powers its way to Game Boy Color.



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DONKEY KONG COUNTRY



It's All There!

From the Kongo Jungle to the Gargantuan Galleon, the complete Donkey Kong Country adventure is included in this faithful GBC adaptation by the developers of Rare. While it may not have the same graphics... [text continues]

Kong World



Barrels & Bonuses

DK and Diddy find barrels that allow them to bowl over Krossings, call each other for help, mark mid-level milestones and fly over gaps. Earned, Golden Letters and balloons grant the apes extra lives. Golden Tokens open up bonus areas for more extra life opportunities. Prestable stickers are hidden near green bananas.



Kongo Jungle

The trails, canals and waterways of the Kongo Jungle offer a challenging introduction to the fast-paced action of Donkey Kong Country. You'll learn all of the basics in a hurry there—collect bananas and other bonus items, toss barrels and confront Krenlings. You can dispatch some Krenlings easily with a B-button barrel roll or a jumping attack. Others require more careful tactics or should be avoided all together.

Jungle Hijinx



Bowls for Balloons

You can roll a ball through three traps along the L-shaped corridor. Use the technique from the tip above to jump across the tree traps and collect a total of three balloons.

Balloon Bonus

When you find Krenling, you can always shoot and set the first wall. This layout will give a passageway to a series of traps that include bunches of bananas and a 1-Up balloon.

Bonus Items:	2
No. of Balloons:	5
Hidden Items:	2

Ropey Rampage



Buried Treasure

Not long after you collect the Golden Letter G, you'll find a hidden cave. Half the fun and ease is to stomp onto the rock pillars. A Winky blue will surface.

Banana Bonus

After you collect the Golden Letter G, drop into the next gap between trees. You'll launch into a rope with banana leaves that always gives access to the Letter M.

Bonus Items:	2
No. of Balloons:	1
Hidden Items:	2

Barrel Cannon Canyon



Jump Out

You can slip over a good section of the level by climbing up the hill left of the start point and leaping over the land from a Barrel Cannon.



Hidden Letter

By slipping into the first leaping barrel after the start point, you can go up, over and down a hill to collect the Golden Letter N.

Reptile Rumble



Tire Tumble

Hop into the trees that are wide as the ground to reach high places and cross long gaps. Taking it casual on your hops.

Big Banana Bonus

Not far from the Customized barrel, you'll find a TNT barrel. Double back now, half and follow the TNT barrel against the right wall to open a bonus area.

Bonus Items:	2
No. of Balloons:	2
Hidden Items:	2

1-Up Bonus

Throw a barrel against the right wall where you find the Golden Letter S. You'll blast open the entrance to a cave that bears bananas and a red 1-Up balloon.

Bonus Items:	2
No. of Balloons:	1
Hidden Items:	0

Coral Capers



Esquardo Intra

The best water inside your collection is the fast fish, Esquardo. Use his power to travel through the water with speed and shower nearby sea life.

Balloon Capers

By swimming all the way to the right then moving up, you can find a 1-Up Balloon if you have Esquardo. You can catch it easily before it floats away.

Gnawty's Lair



The two-toothed beast who protects the last banana barrel will attack with increasing frequency to keep you from claiming his collection. The only way to knock Gnawty out is to land on his head five times.

Monkey Mines

The Monkey Mines offer new challenges for adventurous spies. They include a wild ride on a runaway mine cart, a lesson in the bouncing and a big finish in a temple's ruins. As you advance through each level, try to remember attack purposes so that every new attempt will have you flying past old challenges and on to new ones.

Winky's Walkway



Jump Start

By understanding the power of Winky the frog, you can jump higher and farther, allowing you to collect more bananas than you could reach if you were flying solo.



Bananas-Aplenty

Shortly after you pass the Contender level, you'll reach a wacky line of bananas. Use Winky to jump straight up to a banana-filled bonus area.

Bonus Area:	1
No. of collectibles:	0
Hidden Items:	0

Mine Cart Carnage



Give Me a "B"

The last Golden Letter in the area is at the edge of a short gap. Before you've started cart, you must jump at the last moment to collect the prize.



Low-Flying Balloon

On the second jump after you collect the Golden Letter K, aim for the hollow of two tracks. You'll be able to collect a Hip Balloon for an extra life.

Bouncy Bonanza



Bonus Bananas

If you bounce off one of the enemies near the Golden Letter K, you can land hard under the letter and uncover a buried bunch of bananas.



Three-Barrel Bonus

When you reach the place with the pair of Zingos that move up and down, drop down with a barrel and throw it at the right wall to open up a bonus area.

Bonus Area:	3
No. of collectibles:	1
Hidden Items:	2



Millstone Mayhem



Bonus Area

After you collect the Golden Letter D, grab a TNT barrel and throw it to the next hole with a millstone. Throw the barrel against the right wall to enter a bonus area.

Bonus Area:	3
No. of collectibles:	1
Hidden Items:	2

Rubber Roll

After the Golden D, you'll find a foe that you can roll. Jump onto it for high-flying access to the Contender level and other lofty goals.

Stop and Go Station



Skip Rocks

Not long after the third DK Barrel, you'll encounter three RockKrocs on floating rocks. Switch the nearby "Go" Barrel to shut down the Krocs, then start jumping.

Oil Switch

By hitting the "Go" Barrel on your path, you can switch them to "Stop" and freeze the atrewey RockKrocs in their tracks for a few moments.



Barrel Bonus

After the Contender level, grab a barrel and climb down until you hit a wall. Throw the barrel against that wall to open up the entrance to a bonus area.

Bonus Area:	2
No. of collectibles:	0
Hidden Items:	0

Millstone Makeover

Millstones float and roll throughout the area. Avoid them at all costs by either running under them or jumping over them.

Necky's Nuts



Necky, the nut-spitting bear, sticks his neck out from either side of the room. Go to the far side when Necky appears, then jump over the rolling nut that Necky spits, bounce off the wire and land on Necky's head.

Vine Valley

Beginning with a chaos reaction ride from one Barrel Cannon to another, Vine Valley features a collection of dangerous challenges in the air on the ground and in the water. To survive, you will need quick reflexes, perfect timing and spots on jumping. There are many enemies in the area, so you'll have plenty of chances to make it through the land alive.

Vulture Culture



Bird Boss

By leeching from the Barrel Cannon at the right time, you can hit the beaks of the vultures and bounce over wide gaps to safe ground.

Bonus K-O-N-G



Call the first two to a stop! Hit all of these bonuses, then bounce up and off the fire. For 1 enter a bonus area where you must shoot a penny collection of Golden Letters.

Bonus Areas	3
No. of Balls	0
Hidden Items	3

Forest Frenzy



Rope Ride

The level is packed with hanging ropes that slide to the left and right. Grab and release the ropes in various ways, then make your jump and aave!

Going Bananas



Bonus Areas	2
No. of Balls	1
Hidden Items	2

Bring a barrel to the next sign for the level. Then double back and save the barrel in the first week that you see. You'll find a bonus-filled banana tree.

Orang-Utan Gang



Take to the Trees

You'll find Lyrissa on the bluffs left of the Capline Barrel. Use the catfish to fly up to the trees.

Bonus Area



Bonus Areas	3
No. of Balls	2
Hidden Items	2

A bonus area is hidden near the level's exit. When you reach the exit, climb over the wall to the left, then blast through the wall to the right.

Tree Top Town



Barrel Blast

Several successors of Barrel Cannon span the gaps of Tree Top Town. When you jump into a barrel, watch your target and wait for the right moment to launch.

1-Up Bonus



Bonus Areas	2
No. of Balls	0
Hidden Items	0

There is a Barrel Cannon to the left of the start point. Bounce off a Nucky to hit the barrel and let it take you to a bonus area. You'll earn a chance to win a 1-Up.

Temple Tempest



Underground "M"

Not long after you cross the long gap with three verticospines, you'll find a place where you can land and uncover the Golden Letter M.

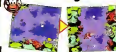
Bonus Area



Bonus Areas	3
No. of Balls	1
Hidden Items	1

Shortly after you hit the Cannon Tower, you'll find a bonus area on an enemy ship over a gap. Drop down to follow the arrow and you enter a bonus area.

Clam City



Peeping Pearls

Clams launch pearls in two directions. Approach them with caution and get ready to be evasive when they release their shots.

Bumble B Rumble



Queen B circles her nest until you manage to hit her with a barrel. Then, she'll fly in a zigzag way, as angry as a hornet. Wait for the rage to subside, then hit her with another barrel.

Gorilla Glacier

The slippery slopes of Gorilla Glacier are host to three snowbound levels, a new swimming challenge, a tear through a dark, subterranean cave and a high-flying happer in the trees. The key to success in the snow is to watch your feet and make sure that you don't slide over the edge. Extra lives are a little more scarce here than in other areas. Be careful and collect as many bananas as you can find.

Snow Barrel Blast



Slack Surface

If you stop while climbing up a snow-covered slope, you'll begin to slide downhill! Watch your feet and make sure that you don't go over an edge or slide into the path of a Kreepling.

Barrels and Bananas



Directly under the Golden Letter N, you'll find a Barrel Cannon that will take you to a bonus area. There, you will have a chance to collect bananas by the bush.

Bonus Area:	3
No. of Bananas:	2
Hidden Items:	0

Croctopus Chase



False Wall

After you go up through the second set of Barrel Cannons, you can find a place in the wall that you can crawl through to collect items on the other side.

Torchlight Trouble



1-Up Bonus



After you hit the Coconut Barrel, toss a barrel at the wall to the right of the next 1-Up Barrel. You'll open a passage to another 1-Up barrel area.

Bonus Area:	2
No. of Bananas:	1
Hidden Items:	0

Slipslide Ride



Hidden Token

Not long after you find the Coconut Barrel, you can enter an *Orange Token* passage on the next low and land hard to unweath the pipe.

Bonus Area



After you find the Golden Letter O, you'll cross a wire gap with five vertical ropes. Climb to the top of the fourth rope to find a Barrel Cannon ride to a bonus area.

Bonus Area:	3
No. of Bananas:	1
Hidden Items:	1

One-Way Rope

The Slipslide Ride features hanging ropes that will save you slipping up and down automatically. Take them for a ride and jump off if you're headed for trouble.

Avoid the Oil

Flaming barrels of oil are laid across some bonus areas. Others burn constantly in the Snow cave of the 'S's by hopping over the barrels when you are close enough.

Ice Age Alley



Swing King

There is a collection of ropes that swing at a steady rate. Wait for them to come around to you, then hop on and take them for a ride.

Left, Then Right

A small section of the levels is to the left of the start point. Go there to find bananas, the Golden Letter K, and Expressos work it. You can use the vehicle to reach new heights and collect all of the bananas in the level.

Wast Off Bonus



From the Steel Keg after the Coconut barrel, use Expresso to fly up and to the right. You'll reach a 1-Up with a Barrel Cannon and a passage to a hidden bonus.

Bonus Area:	1
No. of Bananas:	1
Hidden Items:	0

Rope Bridge Rumble



Go for the O

The Golden Letter O is between two platforms of equal height. You can collect it with the Doby Kong parachute and rubber pump.

Gnawty's Rampage



When you stomp on the bouncing bees, he will jump higher and faster. Try to stay in the center of the room and out of his path. When he is low to the ground, seize the chance to stomp him again.

Kremkroc Industries Inc.

Oil Drum Alley



Bounce over flames

One section of the level features a pair of hanging oil drums opposed platforms. Use them to bounce over the flames and avoid the flames.

Dumb-Barreled Bonus



Keep climbing after you collect the K. When you discover a hidden TNT barrel, throw it against the left wall. Then, go for the single banana in the bonus area for another bonus.

Score Items:	3
No. of Bananas:	2
Hidden Items:	2

Trick Track Trek



Platform Path

The only way to navigate the bulk of the Trick Track level is to ride a platform over the soil. When you jump, be sure to land back onto the platform.

Bonus Balloons



You'll float off with Monkey Kong near the level exit. After the compensation, flip off the ledge to launch to a bonus area and a chance to earn a bonus.

Score Items:	3
No. of Bananas:	1
Hidden Items:	0

Swimmers Beware



Semi-sucky Waters

The unusual waters of Poison Pond are laced with hazards, including several strong traps. Time it just right, then swim when the waters are clear.

Mine Cart Madness



Banana Bonus



After you collect the Letter K, the track will flip. Jump at the top of the flip to reach a sign. Then move up to a higher track and a big chance for more bananas.

Score Items:	3
No. of Bananas:	1
Hidden Items:	0

Jump the Rails

There are a number of wide gaps in the Mine Cart Madness track. Much of the time, you will have to hit the A Button and take a leap of faith when you reach a gap.

Blackout Basement



Banana Bonus



Near the end of the level, you'll encounter a series of low ceilings. You can take the first platform as it falls to reach a big bonus area.

Score Items:	3
No. of Bananas:	0
Hidden Items:	2

Find a Vowel

If you've come to the Carabus Bonus, you've got to pass the Golden Letter "I" Blacktrack and land hard on the platform to the left of the barrel to get the letter.

Elevator Antics



Zinger Swarm

Zingers are out in force. The best way to deal with the insect creatures is to watch them move and get out of their way.

Bonus Area



After you go through a callous line of three right segments, you'll reach a wide gap with three cups and three Zingers. Jump right of the last cup to enter a bonus area.

Score Items:	3
No. of Bananas:	2
Hidden Items:	2

Boss Dumb Drum **NP**



The music container starts down to the ground with increasing frequency, then releases Krawlings by the pair. Avoid the drums and stomp the Krawlings. You'll win after five attacks.

Chimp Caverns

The final collection of areas cranks up the level of difficulty with even more moving platforms, wider gaps and trickier enemy encounters. The areas include four mining levels and two natural caverns, including the all-new Necky Numbers level that you will discover on your way to another battle with the big bad. Survival through all of the areas requires nearly perfect timing and very accurate jumping skills.

Manic Mincers



Rambi Reel

Walk past even the thick-skinned Rambi is impervious to the crushing Mincers, the rhino will give you one extra layer of protection.

Croc-Stamp Bonus



Bonus Area: 3
No. of Platforms: 2
Hidden Items: 0

Loopy Lights



Synchronized Kneelings

The Klip-Klaps on the light-panels will level any when you jump. Be cautious and try to deal with them while the lights are on.

Tanked Up Trouble



No Gas, No Go

The moving platform in this level is gas-powered. To keep it moving, you must collect the Fuel Bombs. If you don't, you'll go down with the platform.

Four-Barrel Bonus



Bonus Area: 3
No. of Platforms: 1
Hidden Items: 0

Platform Perils



Crush the Krushes

You'll want to clear away the Krushes on the platforms before you jump the gaps. Use Bombs over the gaps to knock the creatures from their perches.



Bonus Area

Jump to the left of the first big platform to have another platform to platform. Fall that platform under the ceiling, then hop into a bonus area.

Bonus Area: 2
No. of Platforms: 0
Hidden Items: 0

Misty Mine



Beat the Drums

The enemy-spitting drums are noisy. You can clear them away by hitting them with explosive TNT Bombs. They will not yet a Rambi Take.



Necky's Revenge

The new Necky spits out more nuts every time you stomp him. If you stomp him once, he'll spit two nuts. Stomp him twice—he'll spit you with three nuts. Jump over the nut barrage and keep stomping!

Gangplank Galleon



Once you've collected the missing bananas, you'll face off with King K. Roal for the whole bunch. He has three different attack crown throw, jumping attack and falling cannonballs. Avoid his attacks and stomp him when he is not wearing his crown.

Keys to Survival

Some of the new Donkey Kong Country... and once before, you complete... Remember, use all of the life-saving... that you can find, and seek out every... go into the big rounds of this... to the... *

SCHOLASTIC PRESENTS

ANIMORPHS™

THE INVASION HAS BEGUN!

ON **GAME BOY COLOR**

You are earth's only chance for survival against an alien invasion. Join the Animorphs and feel their morphing power as you confront the evil Yeerks. With your help, the Animorphs can win this battle.



Search out for low-level Yeerks! Find the Crystal!



Yeerks sneak into the city at night. Can you spot them? Use your morphing power to help!



The ALIENS are attacking! Get ready!



Animorphs and Animorphs
SCHOLASTIC

GAME BOY COLOR

RP
Rating Pending
See www.esrb.org for full details on ESRB ratings.

Ubi Soft
Ubi Soft Entertainment

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ARENA are you game?

THE CHALLENGES



Mickey's Speedway USA Speediness in Seattle

Just a couple of states away from Disneyland is Seattle, and that's where you'll need to meet up with Mickey and the gang for December's challenge. Tear up the streets of the Emerald City, then send in a photo of your record time. Visit Arena online to see the reader scoreboard.



Tom and Jerry: Fists of Furry Look What the Cat Dragged In

Tom and Jerry's rumble is tougher than you'd think. If you don't believe it, try unlocking all of the characters by playing through One-Player Mode with every character. To prove you've got guts of power, photograph the Vs. Mode screen so it shows that all fighters are accessible.



The Flintstones: Bargetime in Bedrock Yaaba-Dabba Delicious

In the Flintstones version of the arcade classic, Bargetime, you'll assemble bronzo burgers through the courtesy of Fred's two feet. Scroll across the ingredients to slap together some modern-stork meals and a dino-sized score.



1
2
3

TWISTED CHALLENGES

Challenge Scoreboard

THE LEGEND OF ZELDA: COARINA OF TIME

- Douglas Schell, B.O. de Perrot, PD
- Ben Dapin, Paul Byron, S
- Michael Timoney, Graeme Valley, CA
- James Duff, Fort Worth, TX
- Russ Baker, Franklin, MA
- Jeffie Wee, Basking Springs, IN
- Anthony Vargas, New York, NY
- Chris Weiss, Woodbridge, IL
- Matt Vlasovskiy, Florida Veda Beach, FL
- Michael Ward, Pittsburgh, PA
- Joe Warner, New Port Kelsey, FL
- John Whelan, Bensenville, IL
- Christopher Woodard, Kansas City, MO
- Brandon Worthington, Aurora, CO
- Benny Zelenov, St. Charles, IL
- David Zwickler, Oak Creek, WI

SUPER SMASH BROS.

- Brian McClure, Nevelton, NJ
- Patrick Mokea, Largo, FL
- Alex Neachon, Mesquite, TX
- Graig Miller, Wyandotte, MI
- Chris Rogovin, Yorkland, PA
- Jan Marquardt, San Leandro, CA
- Mark Marston, West Palm Beach, FL
- Jeffrey Meebold, Wilmington, DE
- Mal Mawar, Santa Barbara, CA
- Steve Mayhew, Colton, IL
- Wesley Nix, Palo Alto, CA
- Benjamin Norris, Marston, IN
- Niko Noyell, Appleton, WI
- Nobby Novakowski, Northville, MI
- Josh O'Leary, Parkersburg, WV
- Kyle Park, Ansonia, CA
- Russ Parrell, Deppert, TX
- Matthew Potts, Fort Adkinson, WI
- Antwan Paulsen, Agoura Hills, CA

- Drewn Povich, Peachtreecity, GA
- Paul Pechon, Wichita, KS
- Samuel Paves, Garland, TX
- Stephen Price, Duluth, GA
- Shawn Pritchett, Lockport, LA
- Hollis Ploock, Montrose, CO
- Cory Pridmore, Escondido, CA
- Matthew Puffin, Tucson, AZ
- Donq Rhee, Chicago, IL
- Brian Rebeck, Wilmington, DE
- Danny Reed, Mountaintop, PA
- Michael Reilly, Ivesdale, IL
- Ronald Reinartz, Lancaster, CA
- Joe Riddle, Iowa, IA
- Patrick Riley, Rogersville, KY
- Scott Rios, Madison, WI
- Kyle Robinson, Ft. Paul, MI
- Nolan Rogovin, Galveston City, TX
- Joey Ross, Lynchburg, VA
- Brian Southern Rowle, Mouth Creek, NC

POKÉMON LINEUP

It's one thing to catch 'em all, and it's another thing to be able to tell 'em all apart. Each line of clues accurately describes one of the Pokémon in the corresponding lineup. Use the process of elimination to identify the mystery Pokémon that fits the bill.

TRY THIS!



1. Is male, has a mouth, doesn't have a nose, a tail or gloves



2. Is a Rock-type, not a Grass-type, not a Bug-type, not a Ground-type, not a Water-type

ALSO KNOWN AS

The following clues are literal ways of rephrasing the names of well-known Nintendo games. For example, "A male deer's bladder" is just a fancy, roundabout way of saying "Buck Bumble." (Get it? A buck is a male deer, and bladder is another way of saying bumble.) The new names are sort of like crossword puzzle clues. See if you can catch their meaning to identify the game name in disguise.

1. Obfuscating bar 64
2. Dr. Jones's speed contest aK
3. This year's basketball fruit spread
4. The clue-leaving dog's siblings aK
5. That Romano dude
6. The nodding sign for Anakin's podancing mejo
7. Virtual striped cat
8. Loud noise from the Hoover Dam
9. Grass robber
10. Nonporous equipment of hard rockers
11. Act created by celebrities 64
12. Tiespee sedentia in the City of Lights

Where Am I?

The Legend of Zelda Majora's Mask is filled with secret places and timelines. To find them, you have to be in the right place at the right time. Can you tell where the mystery screen shot was taken? See if you can figure out how to get there yourself. We can't just enter it anytime of day...



Photograph your submissions for any of the monthly Great Game Challenges, then mail your completed challenge ideas to Power Play's Games, PO Box 50711, Redwood, WA 98071-0711. E-mail digital photos and challenge ideas to www@powerplays.com. Please include the following info on the back of your photos or in your e-mail: Name, Address, Neighborhood number (if you have one), ZIP, and e-mail address. Challenge results: The deadline for this month's challenge is January 10, 2005. If we see your top picture or puzzle idea at our top-pick blog, you'll receive Power Play's gold reward merchandise in our Super Power Play's Game Catalog for subscribers. Surf to www.powerplays.com to see a complete list of guidelines.

ANSWERS TO VOLUME 100

Hidden Pokémon Names

- Lugia: "The Blue Shred Victim."
Poliwhirl: "Lubbers! I amawful."
Ditto: "I did it, too!"
Mew: "Just like real Mewtwo."
Machop: "New Green—It red."
Geodude: "Aspiring to great 8 levels."
Koffing: "Jack all in love."
Slowbro: "Ask her Slowly."
Slowly: "In light, Slowly is."
Slowly: "My eyes on a little."
Slowly: "Ask her to grab Herbs."
Poliwhirl: "Ask a M. I should."
Dobry: "Let's get Lancer!"
Blastoise: "The tall best. It is everything."
Whispered: "Justy please. A cool feeling."
Tentacool: "The other being absent."
Poliwhirl: "My Poliwhirl type. As they."
Slowly: "Been absent into too."

Where Am I?

1. The Great Sea
2. The Great Sea
3. The Great Sea
4. The Great Sea
5. The Great Sea
6. The Great Sea
7. The Great Sea
8. The Great Sea
9. The Great Sea
10. The Great Sea
11. The Great Sea
12. The Great Sea

Take a return trip to the desert with everyone's favorite street rat in Disney's *Aladdin*, a classic Game Boy platformer enhanced for Game Boy Color.

Disney's Aladdin

©2003 Disney



Arabian Heights

The latest version of Disney's *Aladdin*, while optimized for the Game Boy Color, bears a striking resemblance to the earlier Game Boy game by the same name. The game is definitely more colorful and detailed than the black and white original, and the game play remains as beautiful and fun filled as the movie that inspired it.

Just Deserts

Many useful items are strewn around Aladdin's world. Grab them when you can—much of the game is about exploring.



Hearts

Heart icons mark points in your journey worth noting.



Gems

Golden Gems are hidden treasure the Sultan has hidden away.



Extra Lives

If you're stuck, try hitting extra lives in your quest.



Agrabah Market Level 1

The market is a busy place to shop—you have to avoid falling pots, hot coals, aggressive soldiers and rogue jugglers to make it

through safely. Be careful as you reach the higher elevations. You can fall all the way back to the ground if you don't watch your elf.



1 Camels

Jump on the camel's back to send a dagger the projectile at the nearby soldier to the right.



2 Flagpoles

Balance on the flagpoles to reach the higher platforms. They'll get you a safe stair to the end of the level on the right.

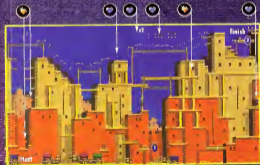


3 Disarm

Use your sword or eggs on the items that drop randomly as you don't have to raise your sword every subsequent threat.

Agrabah Rooftops Level 5

Your journey around the rooftops depends mainly on riding the magically floating ropes that you activate by finding the grapple flutes. As with the market, your final goal is to make it to the cat at the top-right corner of the level. Falling is still a danger, but the ropes help.



Flutes



Find a flute in the level, then find the rope you've activated and ride it. You might need to drop down to find the next rope.

Guard



The big guard won't back down, and he'll throw his rifle at you. Disney King style: white hot! Jump up on it like white jumping the hurdles to defeat him.

The Sultan's Dungeon Level 4

The dungeon is rather large, and the bats that populate it will drain your health if you allow them to. Be sure to pick up the nice cache of gems just below the level's exit.



The Cave of Wonders Level 5

Wonderful as it may be, the Cave of Wonders is also a very dark, dangerous area filled with bats, sharp stalagmites and

strange women throwing apples. You will want to pick up the magic lamp at the end of the level.



1 Bat Slash

Stay when you see the bats' eyes gathering ahead of you and slash with your sword to destroy them. You won't see your sword as you walk past your head.



2 Water Ride

Stand on top of the fountain platform and ride down to the higher areas. If the fountain is not working today, jump up and land on the platform again.



3 Smashing

Search all three red stalagmites of gems on the path to the right of the Cave of Wonders. You have to smash them all with your sword. You can't pick them back.



4 Apparition

Keep back in the secret passages the yellow secret. Looking to reveal the secret, you can't see the floating apparition. Slash it with your sword to defeat it.



Rug Ride Level 7

Take a magic carpet ride with the helping hand of your genie pal. The rug ride starts off at a manageable speed, but soon speeds onto a ruff-roasting pace. The ensuing wave of lava on your trail adds a little extra pressure to your task.



A Few Pointers

The genie points you to safety and good pickups by pointing either up or down—but caution: Genie's safety and pick-ups are in different directions. Be sure you quickly return the hand points in a direction. When the hand points both up and down, choose down every time.



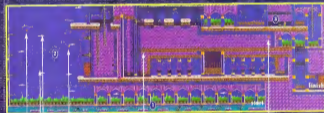
Throw Rug

Stay in the center of the screen while avoiding the genie's directions. You can easily go either up or down from the middle. Don't get too distracted by the pickups either way.

The Sultan's Palace Level 8

From atop the palace is quick and rather painless, and most of the hard work is accomplished by the flying carpet.

you ride. You don't even have to aim for most of the really good items—they'll simply float by, then automatically on the carpet.



Spitting Fish

By 10-100, your power on the fish's side attacks most fish. No, correct the fish with your sword or the apple, but sending away works just as well.



Free Ride

Using an air current, you ride in an open rug down the hill. You'll have to rely on the genie's hand to get you safely through the level. Occasionally, you'll be asked to get rid of an obstacle you will fly by.

Shop Before You Drop

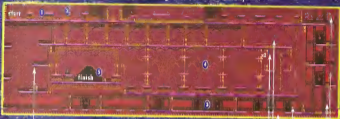


When you have enough gold, you can purchase extra lives and other cool stuff from the magic robot peddler that appears in nearly every level. Walk over to him—he'll shop with you, but require one of your lives. Gilded by kayaking, will never you believe.

Jafar's Palace Level 9

The palace of your nemesis, Jafar, is well-guarded, booby-trapped and very large. Often, you'll have more than one problem at the same time—a veil of fire and a sword-wielding

gated, for example. Go slowly, don't run ahead blindly, and prepare to repeat the level often until you remember where certain enemies and traps are.



1 Hide Out

One way of the wide palace is the start of the level is avoid the veil of fire. Jump from pillar to pillar where you can. When you have to cross open, use your sword to shield yourself.



2 Sour Apples

When approaching the apple tree, a basic enemy will fly on top of the pillar, near to the edge. They will throw apples to take them out. They won't attack you unless they're close, which allows you a chance to shoot them.



3 Ball and Chain

If you find one of the invisible ball and chain constructions in a room, you'll be able to run directly through all of them without being hit—so long as you don't stop moving, which can be tricky.



4 Feather Duster

While you're on the carpet, you may run into traps. Avoid fire with the sword while he's ahead of you, but apples can be successful for the job, and you don't want him flying around you.

Jafar Out



Jafar's (uhhh) attacks will be done, you can't. But his staff packs a wallop. Try to avoid (avoid) contact when getting a new quest (it's your own fault if he's swinging the battle and taking a hit).

Make a Wish

Bring color and magic to the palace of the Disney's Aladdin a moment from an older Game Boy game. If you're bored wishing for a colorful, cartoonish children going for Game Boy Color, your wish has been granted. *



FORCE 21



**AMAZE YOUR FRIENDS WITH
WAR STORIES FROM WWII**



They'll be so impressed...



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www.hasbro.com

Since sending Bugs Bunny on a wild adventure in Looney Tunes Collector: Alert!, Infogrames has created another vivid, exciting Game Boy Color escapade starring all your favorite Warner Bros. characters.

MARVIN STRIKES BACK!



Time for Revenge

Marvin the Martian isn't very happy with the way things worked out in the last Game Boy adventure. Daffy Duck instantly became a big Hollywood star, landing the lead role in a show titled, "How I Saved the World." To add insult to injury, Porky Pig was cast as Marvin. In the sequel, you will control Marvin on his quest for revenge. As in the last version, you will also play the roles of many other characters as you advance through the game. Other similar features include Game Link support between Game Boys for trading player cards, competing in multiplayer contests and wagering characters.



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Get Hooked

With the combination of a compelling adventure game and addictive two-player contests, Marvin Strikes Back will keep you and your friends occupied for weeks.



Adventure

The Adventure Mode has plenty of bells and whistles. You'll need to track down helpful items, collect valuable information from friendly and unfriendly critters, solve complex puzzles and use the varying skills of your available characters. Nintendo Power is here to help you through the first several areas.



Two-Player

With a Game Link Cable or infrared connection, you can battle a friend or several in two-player games. Test your luck in a version of Simon Says, Musical Chairs or Rock, Paper, Scissors. There are also live-player contests that you can access when the adventure game. Most importantly, you can trade and swap characters to earn special secrets.



Hypnotizing the Earthlings

Marvin doesn't think much of the inhabitants of earth, but he's smart enough to know that some earthlings have unique skills that can help him through his journey. Marvin will hypnotize each character he defeats to access a variety of talents. A total of 34 characters are playable.



Photo Gallery



All defeated characters are placed in the gallery, which can be accessed by pressing Start and Select at the same time. You can then trade or gamble with any of the photos you've collected. Obtaining characters will unlock more secrets in the game.

Please Prepare for Takeoff

With his blood boiling, Marvin can think of nothing but flying to earth and vaporizing Daffy Duck. But before Marvin can truly begin his adventure, he must first find his trusty companion, K-9, gather a few necessary items and ready his spacecraft for launch.



"Here, Doggy, Doggy!"

The first order of business is locating K-9, because he has the ability to help access the suspended platform. To find your four-legged friend, follow the orange path in a clockwise direction. Once you've cornered K-9, you can control him by accessing your roster of characters with the Select Button.



Map, Radar, Batteries

Use K-9 to begin ground and find the flying saucer. Once inside, head to the upper right to collect the map. Then take K-9 back outside and let him search the area for the fuel batteries. Finally, Marvin must use his gun to open a door. Shoot the four stars in the green door to uncover the radar.



A Crash Landing

Before liftoff, you must place all four batteries in the engine room. Press the Start Button to access your inventory and the B Button to use an item. Marvin and K-9 will blast off, but unforeseen technical difficulties will send them spiraling helplessly through space, resulting in a crash landing on earth.



The Mission: Roast a Duck

The map below gives you a clear picture of the landscape you'll be exploring. The numbers indicate the order in which you'll arrive at each location. Not only are you hoping to find Duffy, but you must collect a transporter to help you return home!



1 Catching up with Speedy

Marvin is off to search for Duffy Duck while his Motorola stays at the crash site to work on the ship. The area is filled with gold and ammunition. In addition, Marvin will have to defeat Speedy Gonzales and Jose Crew.



Mousetrap

Speedy will use his quickness to run circles around you. Stay in one place and fire at him as he approaches. You need to land only three shots to take it out. Speedy will travel through a hole partways, but you'll need R4 to go underground.



2 Lights, Camera, Action!

After exiting the crash site, Marvin finds himself in a barren town, inhabited only by members of Duffy's film crew and a few stalls. Surprisingly, there are buildings scattered around the wasteland, including a well-stocked store and a hotel where Marvin can get some rest.



Hotel Vocancy

Marvin needs to take a break, so he heads west and enters the hotel. While conversing with some of the guests, you'll discover that Duffy's crew is filming the crash site for the new movie! Note that the hotel owner is a collector of arcade games.

More Than a Store

As you'd expect, you can purchase a variety of items at the store, including weapons and a transport. But there's more to explore, such as an arcade machine and the Cyber Games Booth, where you can link up with a friend and compete in two-player games. While playing the cyber games, you can wage distractions and invent any items. But keep in mind, all acts are final!



3 The First Encounter with Daffy Duck

After learning of Daffy's location, Marvin is eager to track him down. Travel north through the desert mountains and west into the marsh. Speedy can move through the swampy area better than Marvin, and he can squeeze through the tiny paths that lead to the net.



Dueling with the Duck

Daffy is happily berating and harassing Speedy's arrival. The water condenses Marvin, so be sure not to fall into one of the potholes. Remain in one place and keep firing while watching Daffy's pattern of movement. Even after you defeat Daffy, he will escape.



Look for a Leprechaun

Marvin has little time to be distracted; he can't lose Daffy. Back at the store, Marvin has detected a space on the map that in the country yields to the north. Unfortunately, Marvin has no idea how to get there. Make your way to the top of the desert and surround search for the awfully appearance of a leprechaun. If you find over ten gold pieces, the leprechaun will reward a shortcut to the countryside. It's well worth the money!

4 Genie in a Bottle

The countryside is filled with hunters who are eager to take a shot at any non-human creature, so make sure Marvin has plenty of ammo. Travel up and around until you reach a hole in the southwest corner. Then traverse the underground and approach the golden genie's bottle.



5 Road to the Roadrunner

Take the boat in a bottle that the genie gave you and head it to the hotel owner. In return, he will give you a ticket. Explore the area east of the desert town, which was previously blocked. You'll need to travel underground to cover it.

Scoop! Scoop! Grab that Bird!

After surfacing from the hole, you'll battle the Mad Cat. Use your rifle to defeat the tree that you can't open; the cat will land on it's a quacking game, so be sure to have lots of TNT on hand. Once defeated, Marvin will give you a code that will let the Roadrunner.



Granting Genie's Three Wishes

In an odd twist, the genie will ask you to begin his three wishes. First, return to the store and beat the game's record in the arcade game. To finish the puzzle in the digital fair, study the picture and fully understand the design from the bottom up. Once you win the game, the storekeeper will give you a bottle.

6 The Three Bears' Fun Fair

Only one wish remains unfulfilled. To obtain the leap, you must find the Three Bears' Fun Fair. First, return to the countryside by separating the leprechaun. Then head north until you spot a new rainbow, which will lead to the fair.



Let the Games Begin

Once you arrive, Marvin the Bear will be wanting to take your pocket. You must win all three contests to receive the leap for the game. The first game is easy. Stand to the far right and shoot the ball into the hole within the yellow zone.



Defeating Papa Bear

The second game is the more difficult. Stay in the center area and keep jumping to avoid the flying candy. Try not to fall off the edge. When you reach the final contest, use Speedy to avoid Papa Bear and reach the leap.



Collect Some Sand

By pressing and releasing the A button, the Roadrunner can dig across large pits. Travel north until you come across a large pile of sand. You'll be able to gather sand with the code you got at the store, building the game's second wish.

Return to the Genie

Once you've granted all three wishes, return to the genie to receive a piece of the transportation. Marvin will give you a mini flying saucer that runs on solar box cones: travel across water. He'll also report that Daffy is located on Mystery Island.



7 From Sand to Snow: Welcome to Blue City

You'll be instructed to head left as you come out of the burrow. Notice that the cop is no longer obstructing the path out of the country. Follow the open road to Blue City, where small pets happily greet guests and every day looks like Christmas.



Stock up at the Store

If you're low on ammunition, be sure to visit the store. Because your next few adventures will require lots of firepower. Also purchase some oil to fuel your new (and flying) saucer. Then take a break at the hotel—you deserve a rest!

8 Delivering Yosemite Sam's Package

To reach Duffy on Mystery Island, you need to sail across water. Yosemite Sam is generous enough to lend his boat, but he'll do it only if you deliver a package to his friend Navigator east of the countryside to reach Eggbert's farm.



Battle Elmer Fudd

Play the top-down segment and follow the rainbow toward Elmer. Confront him with a 9 and try to jump on his head three times. Elmer will run off and return for a second battle. He's an easy opponent.



9 A Hostile Takeover

Yosemite Sam may have been nice enough to offer his ship, but Marvin has no intention of reciprocating the generosity. He plans on becoming the immediate captain of the vessel. But first, he must round up the sheep.



Ready, Get, Draw!

Yosemite has a quick finger, and his bullets have plenty of velocity. Fire a shot between the crates and then move away as fast as possible. Land three shots to defeat him and take control of the boat.



Gathering the Herd

Shoot the lever on the deck to open the first trapdoor. Search the perimeter of the bottom level for a green key, which will unlock the green door in the sleeping quarters. You must find all the sheep before you can battle Yosemite Sam.

Setting Sail

The ocean is vast, and there's a lot of territory to cover. Your boat can really cruise, but you should watch out for sharks and obstacles. Head southeast to reach Duffy on Mystery Island.



That's Not All, Folks!

Marvin is so close, he can almost taste roasted duck. But once arriving on Mystery Island, he will learn that his adventure is far from over. He must win a crab-catching contest, conquer a gruesome gorilla and defeat the mermaid Tea. On top of all that, he still must repair his flying saucer! 🦸





"THE KEY TO SUCCESS
CAN BE PUZZLING."

Master Rancher Explorer™ is a fun, fast-paced, and challenging puzzle game that will test your skills and your ability to think. It's a puzzle game that will challenge you to think and solve puzzles. It's a puzzle game that will challenge you to think and solve puzzles. It's a puzzle game that will challenge you to think and solve puzzles. Use your mind to solve puzzles and unlock hidden treasures. Use your mind to solve puzzles and unlock hidden treasures. Use your mind to solve puzzles and unlock hidden treasures.

Master Rancher
EXPLORER

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POKÉMON

Gotta catch 'em all!





**CATCH 'EM
ALL AT**





BOY

a-Go-Go

More, More, More

Let it snow! Let it snow! Let it snow! It sees as someone let it snow down Game Boy Color Paks galore, and it's snowballed into the biggest Game Boy a-Go-Go yet. 'Tis the season to be jolly if you're a Game Boy fan, because December's edition of GB a-Go-Go has more pages and portable Pak profiles than ever before. The year-end blowout runs the gamut of gaming to include characters from comics, TV, soap, arcade yesteryear and the candy aisle of your supermarket. One of the games even deals with World War III. So much for peace on earth this season.



Up the Walls

Peter Parker's Spider Sense must be tingling like crazy. Playing as *The Daily Bugle* shuttlerbag's arachnid alter ego, Spider-Man, you'll be crawling up the walls to dodge the thugs and supervillains who have infested the city. Activision has taken the Marvel Comics superhero and incorporated all of his wall-crawling and web-slinging moves in an action platformer overrun by Venom and other baddies. And like a comic book, the adventure is unpredictable—levels contain branching paths that can spring new levels and battles on Spidey every step of the way.



Web Master

During your adventure, you can build up Webhead's attack and defense ratings to make him even more of a super superhero. Your ratings won't mean anything, though, if you don't know how to use Spidey's moves.



Caught in the Web

To attack villains without retreating, snare them up in your web. By pressing A and B simultaneously, you'll sling out your web. If it hits enemies, it will temporarily snare them.



Sling and Swing

The quickest way to get around is by using your web. If you tap A twice, you'll sling your web into the sky and make like "bravey" swinging flight!

AMAZING ACTION

When J. Jonah Jameson hears there's trouble in the city, he sends Peter Parker out to photograph the chaos. As Spider-Man, Peter will be able to sling and swing his way where no other reporter would be able to score the scoop.



Spidey Hearts

Throughout the game, you'll find items that can refill you a health. You can also find hearts by defeating enemies. Large hearts are the most prized of health power-ups, since they triple your health meter to the top.



Venom

If you exit the first level via the rooftops, you'll stumble upon Venom. Defeat him by tying him up with your web and attacking. Swing out of reach when he lunges, then repeat the process.



Checkpoint Spidey

It's not easy getting things right the first time around. If you end up dying, you lose your meter, you'll restart the level at the last checkpoint you swung through. The checkpoints appear throughout the levels and serve as road-block starting points.



Escape Routes

Spider-Man's level contains branching routes that enable you to visit new levels. New hearts—like a big hole in the ground—can appear, and your adventures could come very surprising on where you decide to swing.



Hidden Passageways

A tricky plot former, Spider-Man is filled with hidden passages and secret areas. Many contain special items, like 1-ups. If you see a Spider-Manhead, grab it before you're a life.



Golden Spiders

Golden Spiders will grant you temporary invincibility. The more wrecks often, he's intent to reach places, so you can't explain an hour by swinging across them with your spiderweb.



The Lizard

Learn to swing from your web as much as possible. Enemies such as the lizard will have a more difficult time connecting with you if you constantly stay on the move.



Biff, Bam, Pow!

He may be Spider-Man, but he doesn't have eight legs. Two powerful fists will have to do instead. Rapidly hit B to launch your feet, and jump or swing to dodge their attacks.



To the Rescue

Razibless Ogd is producing *Brill Orbis*, and only LEGO Alpha Team can stop him. And they're going to have to do it piece by piece. By placing Direction Changer Tiles, stairs, trampolines and other LEGO pieces in the path of Dash, you can guide the Alpha Team leader to other team members and equipment. With LEGO blocks and puzzle solving as its foundation, LEGO Alpha Team constructs a clever adventure that's true to the you-build-it world of LEGO brand toys.



Command Performance

Once you send them on their way, the Alpha Team members in your command will walk in a straight path until they reach a Direction Changer Tile. As their navigator, you must use the limited stepping-stones available in the area to direct your team members to their destinations. And be quick about it, too, or you'll fail your mission.



Having a Blast



Dynamite placed by a henchman can blast away the wall, but your team member must first walk over a detonator (and tactical engineers require a separate detonator).



Opening Doors

If a team member walks into a plunger, a locked door will open. Plot the most efficient path to a plunger and make sure that your person approaches the plunger head on.



Gravity of the Situation

If stairs aren't handy, mess with gravity to reach higher ground. Place the semicircular tile at least one four-by-four square away from the disc and highlight the space between them with the A to power the ants. Once a person touches the generator, another member will be able to blast off the disc.



Seesaw Springing

As long as you have two team members to work with, you'll be able to use one way to reach ledges. While one team member sits on the trister spring, guide another person to the unoccupied end of the seesaw. That person will then act as a counterweight, catapulting the seated team member.



Bending Beams

You can activate a plunger if you zap it with a laser. But it's aimed directly at it. If you can't reach a laser that's placed in front of a plunger, move the laser with working distance and redirect the beam with mirrors.



Turbo Tubes

The chutes marked with green arrows are Turbo Tubes that can launch people across gaps when they board their Place Direction Changer Tiles in the team members' trajectory to prevent them from overshooting their landing.



Generator Gap

Generators also supply power to the green semicircle. Generator-driven laser ants work like energy flywheels, so you must connect them before a team member will be able to fly away. Once you've hooked up the two parts, you can use mirrors to deflect the beam into your target.



Big Beasts

In a world rocked by biohazards and mutated beasts, the only hope you've got is to call in Godzilla. Crowe Entertainment's second game based on the animated show *Godzilla: The Series*, unleashes the oversized lizard on a cross-country rampage filled with more fire-breathing, helicopter-swooping, tank-stomping terror than before.



Stomping Grounds

With the exception of some minor improvements and new levels, *Monster Wars* is more of the same stomp-and-destroy action introduced in Crowe's previous GBC monster mash, *Godzilla: The Series*. The most monster-sized of the changes is the welcome addition of a surprising sight for Godzilla's beach.



Shoot Items

When you destroy certain targets, a power-up will appear. If you can shoot it before it disappears, you can strengthen your special abilities like the Claw Sweep, Tail Whip and Foot Stomp.



Guard and Fire

Your powers to guard and fire rapidly are limited. Press Left to guard and hit Select to fire rapidly. Shoot enemies to refill your Fire Meter and it comes to refill your Guard.



Under the Sea

The Foot Stomp won't be useful underwater since the enemies travel above the sea floor. Submarines and mines aside will fire projectiles at you, so follow up your attack by guarding if you can't shoot down their missiles.



City Nuisance

Ground and air forces will try to stop Godzilla. Ground forces always appear in the lower-right corner of the screen, while air units position from all angles. Though you can Foot Stomp ground threats, you must use your breath to stomp air.



Tail Whip

If an enemy is hovering around the middle of the screen, you can smack it with your tail. Hit it to perform the Tail Whip, which you can upgrade by finding power-ups.



Big Trouble

Godzilla isn't the only giant monster around. At the end of every world that Godzilla stomps through is an equally large boss beast. Fire away relentlessly to show them who's king of the monsters.



Sky Scrapper

The second boss in the City is a flying target. Use your super fire breath and plug away with regular shots.



Sea Monster

Off the New Jersey shore is a ship-size creature. Shoot from all it and protect yourself from its attacks.



Prehysteria

The prehistoric is small, but it can unleash some big hurt. Aim high and let up a stream of fire to make it retreat.



ROAD RUNNING

It's hard to be wily, waxy quiet when you're driving a turbo-powered, Acme-outfitted carter. In *Looney Tunes Racing*, Sylvester takes the wacky wheel-bit and a host of other Looney Tunes stars and rolls them out in a go-cart racing game. Beware of falling anvils and other gag wham-bams, and don't take a wrong turn at Albuquerque.



HighWay High Jinks

Rolling over eight courses, including Porky's Farm, Fievel X and Gossamer's Castle, *Looney Tunes Racing* runs you through a wiggler of roadways flooded with water, Instant Martians and Acme power-ups. At first, you can undertake the looney lanes using one of four playable drivers. Four more will be available if you manage to rack up enough first-place finishes.



Pick Your Driver

Looney Tunes Racing features eight drivers, but only Bugs Bunny, Lola Bunny, Daffy Duck and Wile E. Coyote are available at the get-go.



Paved with Coins

At the finish line awaits a cash prize. You can also score dough on the go by driving over the coins dotting the streets. You can spend the coin you pocket at Sylvester's shop.



Flying Leaps

It doesn't answer how the chicken crossed the road, but it's a wing that'll help the rabbit cross the streams that flood the roadways. Ramps are strategically placed at riverbanks. Use them to keep raring.



Zip-o-matic

You can hold up to two power-ups at a time. When you're driving, hit Select to switch power-ups and B to use one. You have to use most power-ups, but the shocking Zip o-matic will slow down anyone who's in range.



Gremlin Trouble



Sylvester sells power-ups, and you can also find them at the banks on the road. You may even find the Gremlin power-up, which tangles up your opponent in a whirlwind.

In the Garage

Looney Tunes Racing sports three racing circuits—the Fun Cup, Super Cup and Extreme Cup. By winning money in the cup races, you can rack in enough cash for a shopping spree at Sylvester's shop and garage.



New Drivers



Foghorn Leghorn, Yosemite Sam, Marvin the Martian and Lu are available as drivers, but they don't come for free. You have to hire each of them, and file to the most expensive, charging in with a \$50 coin-price tag.



Power-Ups

Sylvester also sells power-ups. Any leftover power-ups you have from your previous run will carry over into this next race, so you won't be able to buy new ones if you already have two wham-bams on hand.

Sabrina

The Animated Series

Lapped!



CHARMED LIFE

It's a game that's based on a cartoon series that's based on a sitcom that's based on a comic book. And that's the least bewildering aspect of Sabrina's bewitching and crafty charmer from Hiawatha Interactive. After bungling a spell, the teenage witch must zap things back to normal, and it's your job—as Sabrina and her cat, Salem—to do the trick.

Game Boy

a Go Go



Bewitched

When her school variety show proves to be a flop with the student body, Sabrina casts a spell on her audience to make the students go wild for her. Backfiring as usual, Sabrina's spell turns the kids into wild animals, so the teenage witch muzzes a 26-level supernatural safari to reverse its effects.



Toil and Trouble

You must zap every animal back into a student. Before you can work your magic on the savage beasts, you must catch out the critters by jumping on their heads.



Presents

Zap the gift boxes in the level to reveal health-restoring hearts, war cats or power-ups. The Spring Shoe is the last power-up you'll find. When you've slipped it on, you can hit a while in order to jump even higher.



Seeing Stars

Presents also conceal stars. If you find the few that are hidden in the level, your magic power will be changed to the fullest. With maximum juice, you can zap an animal back into a student without having to bork its noggin first.



Here, Kitty-bitty...



Only Salem can enter crowd spaces and passageways barricaded with kitty blocks. Hit Salem to play as Sabrina's cat (once you've earned the present that contains him), then hit B to tail-whip the kitty cubes.



Ground Thumping

Every stage introduces a new power-up. In Level 2-1, you'll find the thumping power-up wrapped up in a present. The new ability will allow you to break through a stone block. Press Down while in order to thump them away.



No Broom Required

In Stage 3, Sabrina acquires the float. Since her jumping ability isn't quite so high as in the final level, at jumping center, she must rely on the broom's new 1-Able power-up. Press Up while in order to float and Press Down to burst the bubble.



Witchy Warping

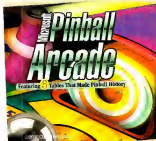
Sabrina won't be able to walk to all of the new's areas, so she'll need the warp power-up to get around. Once the warp spell can be in your magic spell display, you'll be able to teleport through blocks marked with arrows.



Beastie Bosses



At the end of every stage's fourth level is a showdown with a boss beast. Each battle will try to grab you, or hit you with a ball. At her attacks, tap it on the head. When it's dead, zap it.



FULL-TILT FUN

If you want to bounce through over 50 years of pinball history, you can flip through the historic tables of Microsoft Pinball Arcade from Classified Games. Doing us best to duplicate the sizzling madness of five revered tables (dating as far back as 1931), Pinball Arcade is a virtual gallery of time-tested bumper setups, drop targets and pure pinball wizardry.

A Miss game to the common pleasure of both pinball and a table?

Answer: Absolutely not! This is a table about the fun of pinball. It's a table that is fun to play. It's a table that is fun to watch. It's a table that is fun to be around. It's a table that is fun to be a part of. It's a table that is fun to be a part of. It's a table that is fun to be a part of. It's a table that is fun to be a part of.



Pick a Year

Unless you're in a pinball collector's game room, Pinball Arcade is your only chance of playing some of pinball history's most influential boards. All five of the tables are based on real-world pinball machines, and each of the pioneering setups has earned a spot in gaming history.



1931: Baffle Ball

The first widely played pinball machine uses no flippers. Instead, you must simply shoot the ball and hope it winds a high-value path.



1950: Knock Out

By 1950, the tilt mechanics were invented, and the pop-knock-themed Knock Out Table hit lanes 11, 1st & 2nd to give the table a edge.



1963: Stick Chick

Named after a dice, the Stick Chick features a wedge gap between its flippers. Keep the ball in play by perfecting your judge technique.



1976: Spirit of '76

By the '80s, people were in the spirit of playing multi-layer pinball, and the Spirit of '76 is the first of the 250+ eras' four-player tables.



1982: Haunted House

Haunted House was the first three-level pinball table. To give you a ghost of a chance, the machine has two extra flippers.



1933 Suckit (Dilly)

The first pinball machine to be marketed through popular culture was Suckit, a pinball machine that was a success.

1944 Speed (Dilly)

Harry Miller created the first electromechanical pinball machine, which was a success.

FULL-TILT FUN

Sure to make pinball enthusiasts flip, Microsoft Pinball Arcade packs down all things pinball, trivia, and game play back into the flipper world, a gallery of pinball highlights. It's a pinball that is fun to be a part of. It's a pinball that is fun to be a part of. It's a pinball that is fun to be a part of.

GB B-BALL

Don't settle for nothing but net when you can get turbo-charged players and in-pose-face two-on-two b-ball action. On fire with the arcade flair that Acclaim's Jam games are known for, NBA Jam 2000 for Game Boy Color hits the hardwood with pro basketball teams and rosters, spoken commentary and lightning-fast action.



Jam Pak

Jam 2001 sports 29 NBA teams. To change the players you order into the court, select the player you'd like to replace by highlighting him with the Control Pad on the Lineup screen. By tapping A, you can bring up another player on the team. Once you've assembled your lineup, prepare for the tip-off.

Hoop Dreams

The Turbo features a robot sets. Just apart from a three-point field game. The pit of energy will give your own the boost he needs to drive it to the hoop. The meter at the bottom of the screen keeps track of your Turbo reserve. Press Start to kick it into overdrive.



Game Link Action

NBA Jam 2001 works with the Game Link Cable so you can connect and play with a friend who also has the game plugged in. For solo play, NBA Jam 2001 also delivers Super Mode. Head to Head play is a Play! to along with Big, Fun and Juice Modes.

Mad about Madden

It may be tiny, but EA Sports' Madden NFL 2001 teaches down with over 100 yards of big, hard-hitting football fun. Madden is mad about realism, and the system game tackles stem-style play instead of arcade-style action. The game reveals the details, and they pay off in the form of exhaustive playbooks. And for those football fans who never really cared much for John Madden's commentary, his hot air is entirely absent from the pigeon penitence.



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Hot One!

Though Madden doesn't speak a word in the game, Madden NFL 2001 features spoken calls from the ref. You'll hear decisions when playing any of the game's modes—Exhibition, Season and Playoffs.

Knocking Helmets

Madden NFL 2001 features plenty of overtime and overtime plays. And if you call off a particularly good offensive drive, you can save it to watch Replay Mode.



Get Connected

Like any good sports game for GBC, Madden features a Game Link Mode that lets you play helmet-to-helmet! Operate a fellow warrior quarter back.



Hog Wild

Officially licensed by Harley-Davidson, Infogrames' cross-country cycle rally will take you coast to coast across America and straight into hog heaven. Harley-Davidson Motorcycles Race Across America now up with a garage full of bikes that you can upgrade, and traffic-and obstacle-filled interstates that take, on average, around five minutes to cross. No one said it would be easy riding.



Rev It Up

You can ride a hog, but you can't be a road hog since the long stretches of highway are filled with cars and barricades. Obstacles appear in richer lanes, so ride along the center line to give yourself sufficient reaction time and room to move.



It's a Gas, Gas, Gas

Don't expect to drive across the country on one tank of gas. In fact, you'll need several per course. Ride along the shoulder when you spot the red gas signs that warn if the gas in your fuel pump you can drive through.



Born to Be Wild

By placing in a race, you'll win money that you can spend to upgrade your bike's speed, strength, speed, steering and fuel capacity.



War Games

They don't call it military intelligence for nothing. Commanding military units takes thought, and Force 21 is the thinking person's real-time strategy and war game. The latest covert operation from Red Storm, the company behind Rainbow Six, Force 21 drops you into World War III and gives you the power to deploy and destroy.



Out in the Field

You can play as China or the US, and your missions will vary depending on the side you choose to command. Each mission has a unique objective as well as the constant goal of keeping your troops, tanks, trucks, APCs and other vehicles intact.



Together We Stand

As you set out for your destination, keep your forces close together. You deploy each unit one at a time, and if you send one too far ahead in the field, it may not be able to defend itself from an ambush.



Follow the Arrow

Using your cursor, you can guide your troops to their destinations. On your way, be on the lookout for arrows that pop up on the edge of the screen—red arrows point out the location of enemies. Try to call in more forces when you spot one.

Rodent Rally

Racin' Ratz is Tyeon's line of remote-controlled stunt machines, and Mattel Interactive's new game puts you in control of the flipping, jumping cars. Full of Tyco minigames, Racin' Ratz sends you tearing through household settings, like Grandma's Room and the bathroom, in search of ramps, springs and gravity-defying power-ups that'll help you reach collectible items.



In the Rat Race

In each room of the house, you must complete an objective, such as finding Grandma's dentures. The road to your goal is never a direct path, so you must experiment with power-ups.



Driving Objectives

By completing the goal for a room, you can unlock another of the game's 10 main house sets. The goal item in every room is always out of the way, so you must bounce off footballs, create over ramps and use power-ups like the Super Jump, Wall Climber and Gyrotonic Spin.



Road Hazards

Obstacles and hazards, like robots and tanks, will try to stop you from reaching the power-up, so you'll get one to your goal. You'll have to restart the level if a roadblock flips you over an approach. Then when you're using Invincibility.



Goods Goggles

Every item contains a timed message. In the Trading Places level in Grandma's Room, you can enter a code against the clock for collectibles by driving into the billboard's picture.



Dink the Daring

Before he directed Disney A.E. animator Don Bluth created Dragon's Lair, one of the first laser disc-based video games to hit America in 1983. The on-screen action was actual pen-and-ink footage of Dink the Daring, a buffoonish swash-buckler, and the GBC translation captures its cartoonish action.



Move Fast!

As in the arcade version, Dink's fate depends on the controls you use and whether or not you can nail them when a window of opportunity opens amid the nonstop scenarios.



Choose Your Path

When you reach a fork, the proper joystick move will lead right. Press the Control Pad in that direction to enter the safe, recommended route. At the point of fork, press Up to take the middle road.



The Right Reaction

For every situation, there's pretty much only one correct way to react. In enemy confrontations, you usually must face your foe and attack it. Press the Control Pad toward the enemy, then hit A.



How Sweet It Is

The M&M's Minis have stirred up a giant batch of trouble and have scattered about the candy factory. It's up to four M&M's—Red, Yellow, Green and Blue—to use their chocolaty goodness to clean up the mess. If you're sweet on platform action and character switching, you'll eat M&M's Minis Madness right up.



Candy Capers

Each candy character has a unique ability, and you can play as any of them anytime during the game. To switch characters, hit Select, then press the Control Pad arrows to highlight an M&M hero.



Red, Yellow, Green, Blue



If you can't jump to it, use Yellow. The sunny M&M can break off of walls for an extra springy jump. To shoot crates and obstacles out of your way, use Green.



Candy Collecting

The M&M's Minis and Plan MMV's you collect count for 10 points apiece. You also have a running total of candies you've found—the Plan M&M's will add lives to your tally while the M&M's Minis will add only one.



Flip the Switch

Every level has some event. Once you've switched up 7 of the candies in the area, flip the switches to move on to the next level.



A Dabba-Doo Time

A golden-age arcade game gets a stone-age face-lift in Classic's version of Burgerime. Demoted to kitchen detail at Mr. Slate's Bretteo King burger joint, Fred Flintstone is stuck slapping together burgers by walking over the various ingredients. In addition to the modern-angle, Burgerime in Bedrock adds new twists, Mr. a power-up that lets Dino on enemies who chase Fred.



Fast Food

Mr. Slate's fast-food restaurant is overrun by dinosaurs and even the Great Gazoo. All of the unwanted guests are in hot pursuit of Fred to make his Burgerime a rocky one.



Fast Food

Whether you play as Fred or Bette, the game will play this same. The scenario is your real-world reverse: Fred is in the kitchen, so it's a brace to find an escape route and anticipate their path.



Patty Whack

If you can't evade an enemy, that's OK. Patty Whack will put it out of commission for a few seconds, and a single swing can send temporarily oblivious enemies to their side of you.

Get Ready for the SPOTLIGHT!



Only For



BLUES BROTHERS 2000



- Jump, punch, bounce, and dance your way through four huge worlds.
- Solve multiple puzzles and rescue the other band members.
- Collect hidden axes and musical instruments along the way in order to win the Soul Bats of the Bands.
- Challenge your friends in the multi-player dance contest.
- Bring Soul, Rhythm, and Blues to your Nintendo 64.

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**YOUR
POWER GUIDE
TO THE LATEST
RELEASES
December 2000**

NINTENDO 64

BANJO-TOOIE

The bear/witch project returns.

GRAPHICS: Banjo-Kazooie looked great to start with, and Rare's follow-up looks just as dazzling.

PLAY CONTROL: Mumbo is now a playable character, though his role in adventuring is minor compared to Banjo and Kazooie. Both the bear and bird have a full arsenal of new moves to wield, and all of the button combos for them come naturally.

GAME DESIGN: The perfect cross between Donkey Kong 64 and Banjo-Kazooie, BT features a little of the backtracking between levels that DK64 overambitiously played at the hill. Unlike DK64, BT has refined the cross-level action to keep it beamble and

wisely avoids going overboard with the collectibles.

SATISFACTION: Never offering a dull moment, BT is crisper and tougher than the original. The first-person egg-shooting areas and minigames like the submarine shootout make BT wonderfully unpredictable, and the pleasing variety spills over into the multiplayer modes if there's one disappointment, it's the half-hearted resolve of the Ice Key mystery introduced two years ago in Banjo-Kazooie.

SOUND: With snappy tunes and goofy effects presented in Dolby Surround, BT will tickle your ears as well as your gaming fancy.

COMMENTS: Chris—Complex and engaging. Jennifer—Some levels are quite tedious. Drew—Each level is filled with eye-popping surprises.



**OVERALL
RATING
9.0**

- Four/328 Megabits
- 1 to 4 player simultaneous
- Rare's Pak composer
- Dolby Surround
- Play as Banjo, Kazooie and Mumbo
- 0 worlds
- New transformations

GRAPHICS

9.0

PLAY CONTROL

9.0

GAME DESIGN

9.0

VALUE

9.7

SOUND

9.6



EVERYONE
Just like the bear and bird's first adventure, Banjo Toon is full of cartoonish action that the ESRB deems appropriate for gamers of all ages. The ratings board has rated Banjo Toon E for Everyone.

**WORLDWIDE
PARENTS
STAFF
SCORES**

- 5.8 — Scott
- 7.7 — Drew
- 7.0 — Jill
- 6.6 — Jennifer
- 6.1 — Olivier

TOM AND JERRY IN FISTS OF FURY


**OVERALL
RATING**
8.3

Fighting games just got a little hairier.

GRAPHICS: Always at each other's throat, bitter rivals Tom and Jerry are right at home in NewSoftCo's fighting game, which is a graphical knockout. The lovingly animated cat and mouse sport cartoon fluid movements (like dizzy spells and the ef "Who turned out the light?" reaction) and are placed in brilliant 3-D settings. **PLAY CONTROL:** More than just a button masher, Fists of Fury requires precision timing and aim, and the easy-to-master controls handle with feline prowess.

GAME DESIGN: While many 3-D fighting games feature arenas that are too big to keep the action tight and concentrated, Fists

of Fury boasts perfectly sized arenas that are full of safe spots and danger zones (including booby traps you can lose your opponent into). NewSoftCo takes full advantage of the three dimensions so that you're always interacting with your environment.

SATISFACTION: Don't distress Tom and Jerry as a children's game. Fists of Fury is great for pros since the CPU competition is particularly fierce and the power-ups and wacky weaponry (like bounding into and nose eggs) add depth and unique skill.

SOUND: The swaying big band tones maintain the comic tempo and classic cartoon feel.

COMMENTS:

Jason—Excellent multiplayer intensity that you can play for hours on end. It's the N64's best 3-D fighting game.

- NewSoftCo/3D Images
- 1 to 2 players simultaneously
- Controller Pak compatible
- 7 console fit
- Homebrew weapons and power-ups

GRAPHICS 7.5

PLAY CONTROLS 7.5

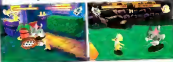
GAME DESIGN 8.5

VAL 9.5

SOUND 8.5

**ACTING UP!
POWER
STAFF
SCORES**

7.1 — Jason
8.1 — Jonathan
8.3 — Chris
9.1 — Jill
7.2 — Oliver



THE WORLD IS NOT ENOUGH

EA takes over James Bond's license to thrill.

GRAPHICS: Looking as slick as Pierce Brosnan's hair, The World Is Not Enough vows with realistic settings, slicker animation and inspired cinematic.

PLAY CONTROL: Jumping is a feature that the quintessential Bond game, GoldenEye 007, never had. While the rest of TWINE's controls handle just like GoldenEye, the jump ability separates the game with a bit of platform action.

GAME DESIGN: Rare defied the James Bond game with GoldenEye, and developer Eurocom (the company behind superb, overlooked N64 games like Duke Nukem Zero Hour and Disney's Tarzan) smoochy

knaps the game's format (Agent, Secret Agent and oo Agent objectives) and steadily feel intact. The game adds just the right new touches, like a nonstop skiing level, to shake and stir up the familiar first-person genre.

SATISFACTION: GoldenEye and Perfect Dark are hard games to match, and TWINE meets their standards just enough to please fans of smart shooters. It may not be as difficult as either game, but it's still a blast.

SOUND: The suave music strikes how smoldering Bond appeal, while the spoken dialogue adds a cinematic touch that GoldenEye didn't feature.

COMMENTS:

Chris—It can't hurt that it's like GoldenEye, though it's a bit plainer. Oliver—Better weapon variety than GoldenEye.


**OVERALL
RATING**
8.1

GRAPHICS 8.5

PLAY CONTROLS 8.5

GAME DESIGN 7.5

VAL 7.0

SOUND 8.5

**ACTING UP!
POWER
STAFF
SCORES**

8.8 — Steve
8.3 — Jill
8.1 — Jason
8.7 — Drew
7.6 — Chris



INDIANA JONES AND THE INFERNAL MACHINE

Indy cracks his whip in an original adventure.

GRAPHICS: The transcontinental settings, including ancient ruins and beaches, lend the larger-than-life feel that's characteristic of Indiana Jones' adventures. Based on a PC game, *Infernal Machine* conveys a world you'd expect to see in an Indiana Jones flick.

PLAY CONTROL: The situation-based controls of the B Button and C Buttons that you can swing items to is taken from *The Legend of Zelda Ocarina of Time* button setup. The diff-banger benefits from the system since Indy must pull off a wide array of moves and juggle a number of items.

GAME DESIGN: Stocked with whip-smart

puzzles and lots of gungling action, *Infernal Machine* rolls out the thrills and mystery like a runaway boulder.

SATISFACTION: When you get right down to it, *Infernal Machine* is Tom Boster starring Indiana Jones, which is a ringing endorsement for fans of 3-D adventures. The story has a classic feel, while collecting items to unlock bonus areas will give budding archaeologists even more reason to scour areas inside and out.

SOUND: If the triumphant Indiana Jones theme song can't get you worked up, nothing will—especially when it blares in crisp surround sound.

COMMENTS:

Chris—The play control is brutal without camera controls. Scott—A true Indy experience.



OVERALL
7.8
RATING

- LucasArts' CD Megabits
- 1 player
- Expansion and Puzzle Pak compatible

GRAPHICS
8.5 →

PLAY CONTROL
7.5 →

GAME DESIGN
8.5 →

SOUND
7.5 →

VALUE
8.5 →

PLAYERS
POWER TO THE TUFF GAMES!

8.1 → Oliver

8.5 → Drew

8.8 → Chris

9.7 → Scott

7.6 → George



MIDWAY'S GREATEST ARCADE HITS VOLUME 1

Midway packs six vintage video games in one new Pak.

GRAPHICS: The six classics that Midway has dusted off (*Defender*, *Joyst*, *Robotron 2084*, *Road Block*, *Tapper*, *Striker* and *Spy Hunter*) look primitive by today's standards, but in their heyday, it was the game play—not graphics—that came first. Wisely, Midway has preserved the original, simple look of the games.

PLAY CONTROL: The A Button doesn't always mean fire in Midway's Greatest Hits, so the play control tends to be very unimpressive. Keeping afloat in *Joyst* seems particularly awkward, while *Robotron*'s oddball firing is clumsy when each direction is assigned to a ray C Button.

GAME DESIGN: Back in the '80s, games had no end. Instead, they added more enemies and sped up the action the further you delved into the game. There's something to be said about games that can hook you with repetitiveness, and all six will absorb you like the games absorbed quarters two decades ago.

SATISFACTION: You can't argue with six games in one, especially when they're time-tested classics. The play control will take getting used to, and it's worth the trouble if you're a gaming veteran or nostalgic buff or looking for intense arcade action.

SOUND: Midway's collection recreates faithful to the classics in every way, including their blipping glory.

COMMENTS:

Oliver—Who knew *Road Block* was so much fun?



OVERALL
7.7
RATING

- Midway's CD Megabits
- 1 to 2 players alternating (1 to 2 players simultaneously for *Joyst*)
- Controller Pak compatible
- 6 classic games plus a bonus game

GRAPHICS
6.0 →

PLAY CONTROL
7.0 →

GAME DESIGN
7.5 →

SOUND
8.5 →

VALUE
7.5 →

PLAYERS
POWER TO THE TUFF GAMES!

8.1 → Oliver

8.3 → George

8.1 → Jonathan

7.4 → Jason

6.9 → Sonya



What will you find in the Rugrats in Paris video game?



French small-fries.



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READY 2 RUMBLE BOXING: ROUND 2

And in this corner: Midway's second palooka-palooza.

GRAPHICS: Midway's rock-'em, sock-'em slugfest is a deep-dish looker. Even better looking than the first fistic game, Round 2 sports tighter camera angles, smooth moves and characters who bounce and jiggle with every punch and bob.

PLAY CONTROL: Midway's pugilists take another swing in the ring with the same tight (but oddly configured) controls that made the first game a roundhouse hit. Special punches still earn you letters to spell RUMBLE. By spelling it, you'll be able to pack an Alkawlop, and Round 2 allows you to spell the word multiple times in a row to supercharge your fist.

GAME DESIGN: Training modes that allow you to earn muscle-and-technique-building regimens return in Round 2 along with the great and goofy fisticuffs action established in the original.

SATISFACTION: The big change in Round 2 is that the graphics are inexcusable quality. The original cast plus new chassons (including Shaquille O'Neal and Michael Jackson) paired with hard-hitting action should have kept fans peering up their dukes.

SOUND: Katak's audio packs a punch with its loopy speech samples, Michael Buffer's unmistakable r-r-only cry and a thumping, kick/bop-hop soundtrack.

COMMENTS: Oliver—One-player mode is a lot more difficult this time around.



OVERALL
RATING
7.6

- Midway's 25th Megahit
- 1 to 2 players simultaneously
- Controller and Rumble Pak compatible

GRAPHICS
8.4

PLAY
CONTROL
7.0

GAME
DESIGN
7.4

VAL
7.3

SOUND
8.1

REVIEWERS
POWER
STAFF
SCORES

8.2 — Bruce
8.1 — Jennifer
8.0 — Jeff
7.8 — Oliver
7.5 — Dave



TEEN
T
RATING

HOW IT RATES

Striving to make fight, us and yours. Ready 2 Rumble Boxing Round 2 sports excellent visuals and suggestive themes. Just make sure you're likely to find the fun in this to be appreciated and funny.

WWF NO MERCY

THQ doesn't know the meaning of the word "uncle."

GRAPHICS: On the surface, No Mercy isn't radically different from THQ's previous powerhouse, *WrestleMania 2000*. The realistic animation, detailed settings and *Thompson* arena look as great as ever.

PLAY CONTROL: THQ has perfected the wrestling game, and *No Mercy* struts its stuff with the grappling engine that's a power fan favorite.

GAME DESIGN: Aside from the inclusion of new wrestlers like Scotty Too Hotty, *No Mercy* features the N64's Best Ladder Match, a frantic competition in which you must set up a ladder and climb to the top before your opponent can knock you off.

SATISFACTION: Still the king of the ring, THQ has created yet another fistic game that's easy enough for WWF newcomers to appreciate. The story mode, exhaustive moves, detailed Create-a-Superstar Mode and rail-biting Ladder Match are enough to lure die-hard fans into trying another volume of WWF grade settling. Casual fans, on the other hand, won't be missing too much if they already own a THQ wrestling game.

SOUND: Though it'd be cool to hear verbal muses, you can't complain about the inclusion of the wrestlers' personal theme music.

COMMENTS: Oliver—THQ still makes the best wrestling games. Jennifer—The huge selection of wrestlers, arenas and game parameters is cool, although it takes little skill to play.



OVERALL
RATING
7.3

- THQ's 25th Megahit
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- Create-a-wrestler mode

GRAPHICS
7.5

PLAY
CONTROL
7.0

GAME
DESIGN
7.1

VAL
7.4

SOUND
7.3

REVIEWERS
POWER
STAFF
SCORES

8.2 — Bruce
8.2 — Andy
8.0 — Steve
7.1 — Jeff
6.5 — Jennifer



TEEN
T
RATING

HOW IT RATES

Raised by the ESPN business of internet violence, mild language and suggestive themes, *WWF No Mercy* is recommended for fans of games and older THQ's big time wrestler also over an island, which players can describe to

IT'S NOT JUST ABOUT RACING ANYMORE!

"The battle mode in Rush 2049 has to be the best four player combat game available on the Dreamcast." - IGNDC.com, 9/00

"The whole do★★★★ thing rocks" - EGM, 12/00

"One of the truly great games just got even better.★★★★★"
- Next Generation, 11/00



BATTLE



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Dreamcast



ONLINE
COLOR

SCOOBY-DOO! CLASSIC CREEP CAPERS

Play control, where are you?

GRAPHICS: Jinkied! It looks just like the groovy Hanna-Barbera show but in 3-D. **PLAY CONTROL:** THQ would've gotten away with creating a fun game if it weren't for the play control and that meddling dog. Scooby tends to get in the way as he follows and hounds the game's one playable character, Shaggy. Even worse, the game is cursed with a Resident Evil-style setup—static scenes to wade through and no moving cameras. Too often the orientation of the area changes when you enter a new scene, and you find yourself accidentally doubling back when Up on the Control Pad suddenly means forward instead of away. Good luck

escaping enemies. (Bah-ah!)

GAME DESIGN: THQ deserves a Scooby Snack for never betraying the spirit of the show. Based on three episodes from the TV series plus one original mystery, Creep Capers successfully transforms the cartoon into a snafu-inducing game of slacker sleuthing that includes burbling sandwiches, creeping around, setting traps and finding Velma's glasses.

SATISFACTION: Scooby is a game that you want to like and is at least worth a look-see (though the maddeningly hard-to-handle controls hurt and plague the high jinks).

SOUND: Zornik and other zany speech samples and effects keep things authentically Scooby.

COMMENTS: Andy—Control, it's fun though it has crazy play control.



- 100/120 Minutes
- 1 player
- Control/Dir Pad only/2D
- Four copies

OVERALL
6.8
RATING

GRAPHICS
7.7

PLAY CONTROL
6.8

GAME DESIGN
7.3

SAF
6.7

SOUND
6.8

SYSTEM
POWER
5.7

STAFF
SCORE
6.4

6.4 — Jennifer

7.8 — Jason

6.5 — Chris

6.4 — Andy

6.2 — Scott



ESRB
E
EVERYONE

HOW IT RATES

Like any other cartoon, no one ever gets hurt in Scooby-Doo. Instead of a health meter, you have a brightness that depletes when you see you the player. And of course, the explosive monster story—this is just a level, too.

MIA HAMM SOCCER 64

Get your kicks with the N64's first women's soccer game.

GRAPHICS: The appeal of SouthPeak's soccer game is that it boasts U.S. National Soccer Team star, Mia Hamm, and the real kicker is that all of the players look like her. What should've been the goal during development was to create players who looked different from one another, as well as players who weren't so angular.

PLAY CONTROL: Though not as big on micromanagement as other soccer sims, MHS64 allows you to adjust the airborne ball trajectory and latency of the referee. Changing those options, as well as controlling the ball, is always easy as mouse clicks thanks to the game's user-friendly controls.

GAME DESIGN: The usual sports game variables pop up in SouthPeak's four-player game, including weather, field condition and time of day. One particularly nice addition is the field trap that allows you to see the locations of all players while you're playing the field.

SATISFACTION: MHS64 isn't very different from other N64 soccer games, so Mia Hamm's endorsement and her spoken soccer tips make up the bulk of the SouthPeak game's appeal.

SOUND: The commentary lends personality to the game, though the remarks often sound abrupt and disjointed.

COMMENTS:

Drew—It's as good as any generic soccer title.

Jennifer—It's nice to see a sports game with female players.



- SouthPeak/120 Minutes
- 1 to 4 players
- Simultaneously
- Controller and Reshik Pad compatible

OVERALL
6.6
RATING

GRAPHICS
7.3

PLAY CONTROL
7.0

GAME DESIGN
6.3

SAF
6.7

SOUND
7.7

SYSTEM
POWER
5.7

STAFF
SCORE
6.7

7.3 — Jennifer

6.7 — Jason

6.8 — Scott

6.5 — Chris

6.3 — Drew



ESRB
E
EVERYONE

HOW IT RATES

SouthPeak's soccer game is just what we needed. The ESPB recognizes that the game is appropriate for sports fans of all ages and has given it the LIFE with a rating of E for Everyone.

Frogger 2

Frogger 2
Available on

GAME BOY
COLOR



Frogger 2:
Swampy's Revenge
Available on

Dreamcast

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POWER RANGERS LIGHTSPEED RESCUE

THQ gets downright Diabolical with the Power Rangers.

GRAPHICS: Red, Green, Blue, Pink and Yellow Rangers—the Power Rangers are big on colors, and so is THQ's game.

The comic-book-style cut scenes will also be pleasing to the eyes of young Power Rangers fans.

PLAY CONTROL: Of its 27-plus levels (you unlock secret levels by completing the 27 missions in the Titanium Quest), Lightspeed Rescue features four types of missions: Ranger Mode, Ground Vehicle Mode, Hovercraft Mode and Megazord Mode. Navigating is easy in all modes, with the exception of the track driving levels, which suffer from wide turning and sparsely steering.



GAME DESIGN: Lightspeed Rescue is aimed at kids, and its straightforward menus that show pictures of your objectives and radar that points out your goals make THQ's action game user-friendly fun.

SATISFACTION: Lightspeed Rescue's sheer variety will keep youngsters entertained—especially with the standout Hovercraft Mode which lets you freely fly and dogfight through the city. The levels you explore on foot, on the other hand, can be tedious (think *Guardian* in slow motion).

SOUND: Spoken hints and boozes and the guitar-heavy theme music add to the game's encouraging and inspiring feel.

COMMENTS: Jennifer—Variety and often interesting game play don't perfect for its audience.



GRAPHICS
6.6

PLAY CONTROL
6.8

GAME DESIGN
7.4

SAT
9.4

SOUND
8.6

- THQ's Megatrix
- 1 to 2 players simultaneously
- Controller not compatible
- 27 levels plus secret bonus levels
- 12 Megazord Areas: mechs, team and Megazords



HOW IT RATES

Aimed at the young audience that craves the TV show, Power Rangers carries what the ESRB calls "intentional violence and punching/movements, and it's nothing that doesn't appear on the show."

KIDZ EVERYBODY'S STAFF SCORES

- 1.1 — Chris
- 4.2 — Jason
- 4.3 — Jennifer
- 5.3 — Drew
- 5.6 — Andy

WCW BACKSTAGE ASSAULT

Now you can wrestle in the bathroom with a trash can.

GRAPHICS: Without a wrestling ring in sight, Backstage Assault goes beyond the mat and unleashes the WCW beyond in odd locales like bathrooms and parking lots. The areas are fun, but they're too large for their own good since the camera often has to shift to an overhead perspective to capture all the action. There's nothing exciting about fighting on a bird's-eye view, especially when the animation is choppy.

PLAY CONTROL: Like any wrestling game, WCW is riddled with tons of moves that are easy to execute. You had the hit detection is so poor that the moves rarely connect.

GAME DESIGN: Strictly about weapons-

based (hardcore) action, Backstage Assault is pumped up with inspired arenas where almost everything doubles as a weapon. The result is outrageous and shocking action.

SATISFACTION: Wrestling purists will dig the hardcore gimmack for a while, but it might not be enough to tide them over for an entire game. If you're looking for a fast-paced, weapons-based, no-holds-barred, 3-D ramble, a wrestling game like WCW might not be as good a choice as *Tom and Jerry*.

SOUND: Truly amazing, WCW's running commentary seamlessly strings together hilarious, spec-on-play-by-plays that rarely repeat.

COMMENTS.

Andy—It's for only two players? Too bad.
Drew—The excellent commentary props up a mediocre game.



GRAPHICS
6.8

PLAY CONTROL
5.7

GAME DESIGN
6.4

SAT
9.9

SOUND
9.9



HOW IT RATES

Fell of things that you shouldn't try at home—the head-butting and righting tucks on fire with flaming two-by-fours—WCW Backstage Assault has drastically lured a Team rating from the ESRB.

KIDZ EVERYBODY'S STAFF SCORES

- 1.5 — Chris
- 7.8 — Andy
- 8.6 — Jason
- 8.9 — Sergio
- 9.8 — Drew





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The runaway hit Harley-Davidson® Race Across America™ has come to the Game Boy® Color system. Choose from a wide selection of Harleys® and tear across the country in an action packed race. As your journey unfolds, you'll be faced with challenging competitors, unpredictable roads and loads of other obstacles. Do you have what it takes to meet the Harley-Davidson® challenge?

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EVERYONE



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ONLY FOR
GAME BOY
COLOR

HERCULES: THE LEGENDARY JOURNEYS

Labor with Hercules in Titus's epic.

GRAPHICS: Like any good myth, Hercules continues to live a life of its own. Long after the TV show went off the air, Hercules has emerged in video game form, and the lead character actually looks like the actor who portrayed him—Kevin Sorbo. Other than that, it doesn't look like any Hercules effort was taken in the graphics department since the overall look of Titus's game is muddy and polygonal. **PLAY CONTROL:** Hercules borrows Zelda's control system, so the B Button has varying functions depending on where you are. **GAME DESIGN:** With its Zelda-influenced controls and woodland adventuring, Her-

cules comes off as a pale Zelda wannabe. Even if it wasn't in Link's shadow, Hercules would stumble more much of the quest is bogged down with repetitive combat and uneventful exploration. The game's one high point is that it exudes Mount Olympus-sized personality with genuinely witty dialogue characteristic of the show. **SATISFACTION:** An average epic, Hercules doesn't live up to the legend. The barely inspired adventure at least has fun trying to be over the top with its noteworthy screen text. **SOUND:** Wandering melodic tunes underscore an otherwise quiet game.

COMMENTS: Jennifer—The legend of this boring game's quality will survive *years* of its show.

HOW IT RATES: Rated T, Hercules is a nice guy or particularly brutal. Nevertheless, the ESRB has deemed Titus a game appropriate for teen audiences and older. If you're a fan of the television show, you'll know what to expect.



- Titan/120 Megabits
- 1 player
- Controller and Rumble Pak compatible

OVERALL
6.0
RATING

GRAPHICS
5.8

PLAY CONTROL
5.0

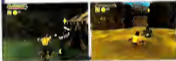
GAME DESIGN
6.2

SAT
5.2

SOUND
6.0

NINTENDO
POWER
STAFF
SCORES

5.5 — Scott
5.3 — Drew
6.0 — Jane
6.0 — Jason
5.8 — Jennifer



SEA-DOO HYDROCROSS

Vitalca tries to make a splash with Sea-Doo racing.

GRAPHICS: Sure to be compared to Wave Race 64, Sea-Doo HydroCross is dead in the water with angular waves, lumpy illustrated sea spray that looks solid, and backgrounds that abruptly pop up when you cruise within range. **PLAY CONTROL:** Part of what made Wave Race 64 so great was that the riders' wails affected the racing conditions. HydroCross sails over the realities, in turn giving you no real sense of being on the water. To its credit, the handling is very tight—almost as if you were driving a bobbing car. **GAME DESIGN:** Every course features designated flatspots that you can cruise

through to earn points that unlock faster crafts. HydroCross goes for arcade-style wildness, and the hidden shortcuts and landlocked detours help keep Vitalca's game from sinking as a Wave Race clone. **SATISFACTION:** Driving through cranes, beerkeads and outrageous shortcuts is always fun. In the end, though, HydroCross's arcade aspirations are bogged down by maze courses and even tamer CPU rivals. **SOUND:** Occasionally the engine hum cuts out for no apparent reason. **COMMENTS:** Jason—Sea-Doo's Vitalca game flourishes with aquatic arcade action that Wave Race and even Atlixay's Hydro Thunder pull off. Jennifer—it looks junky. Scott—I never had to let up on the gas. Drew,



- Vitalca/96 Megabits
- 1 to 2 players simultaneously
- Controller and Rumble Pak compatible

OVERALL
5.6
RATING

GRAPHICS
5.2

PLAY CONTROL
5.4

GAME DESIGN
6.0

SAT
6.4

SOUND
5.2

NINTENDO
POWER
STAFF
SCORES

7.1 — Drew
5.4 — Scott
5.4 — Jennifer
5.3 — Jason
4.7 — Drew



HOW IT RATES: Just when you thought it was safe to go back in the water, it actually is. Sea-Doo HydroCross is a tame, uninspired racing game, and the ESRB has rated Vitalca's exhibit top of speed with an E for Easy pace.

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ALSO PLAYING THIS MONTH
DENKEY KONG COUNTRY

- One/22 Megabits
- 1 to 2 players (shared play)
- GBC exclusive
- G1 Printer compatible
- Game Link compatible



DKC was a groundbreaking title for the Super NES, and Rare has translated the hit into a GBC game that's of top-notch caliber. Improved weapon/player routines and a GB Printer feature, DKC has all the fun-loving beauty of the original. Though the graphics lack the detail of the classic, they're still worth going eye over.



OVERALL RATING
8.3

GRAPHICS 7.5
PLAY CONTROL 8.5
GAME DESIGN 8.5
ARC 8.5
SOUND 8.5

MALVIN STONES BACK

- Intellivision/16 Megabits
- 1 to 2 players (shared play)
- G1C exclusive
- Internet capability



Malvin the Minotaur exists here thanks by hypnotizing dozens of cartoon characters into being "meat" for him. Put to Laury's "Kona Collector Alert" like in this just a Polka-dotted edge rider, the cabinet is a wild fun game that's a fresh and fun thing on a screen, but it'll be anything great in a style that's not about to stop.



OVERALL RATING
8.2

GRAPHICS 8.0
PLAY CONTROL 8.0
GAME DESIGN 8.0
ARC 8.0
SOUND 7.0

THE FLINTSTONES STARRING IN BURGERTIME IN BEDROCK

- Classified Intellivision/16 Megabits
- 1 to 2 players (shared play)
- GBC exclusive
- Game Link compatible



An excellent arcade game from the '80s, Burger Time stands the test of time—wasn't it just back a few years to the store? It's played with a flatbed that's a fun and new experience—like an arcade-driving game—Burger Time in Bedrock captures the fun and frenzy of the arcade favorite. Nobody'll do it.



OVERALL RATING
7.8

GRAPHICS 7.5
PLAY CONTROL 7.5
GAME DESIGN 7.5
ARC 8.0
SOUND 8.0

SARING THE ANIMATED SERIES: ZAPPER!

- Hasse Intellivision/16 Megabits
- 1 player
- GBC exclusive
- 16 levels



Hasse Intellivision's splendid platform starring the teenage witch is a colorful, fluidly paced and addictive little 2D platformer with puzzle solving. Unlocking and watching areas with the proper power-up and character. Both Sabana and Sabin are playable (a) mix for tricky fun that's exciting and easy to get into.



OVERALL RATING
7.6

GRAPHICS 8.0
PLAY CONTROL 7.7
GAME DESIGN 7.8
ARC 7.0
SOUND 7.0

BLADE

- Activision/8 Megabits
- 1 player
- GBC exclusive



Like follow simple play in Buffy, Blade stars in a GBC game that's essentially a light on parts on the go. With superior graphics, great atmosphere and character building elements, the 3rd level Game Boy provides a nice subtitled side-scrolling action-adventure that you can sink your teeth into.



OVERALL RATING
7.2

GRAPHICS 8.0
PLAY CONTROL 7.3
GAME DESIGN 7.2
ARC 7.0
SOUND 7.0

SPIDER-MAN

- Activision/8 Megabits
- 1 player
- GBC exclusive



Filled with plenty of superhero-like features to keep you swinging. Spider-Man is simply addictive. Spider-Man swings out avoiding platformer action. Satisfying Super, Activision's superhero title provides fast-paced thrills, high flying acrobatics, web swinging, that out to combat and exploring building in a big 3D Apple adventure.



OVERALL RATING
7.1

GRAPHICS 7.5
PLAY CONTROL 7.0
GAME DESIGN 7.0
ARC 6.5
SOUND 7.0

LEGO ALPHA TEAM

- LEGO Media/8 Megabits
- 1 player
- GBC exclusive



By placing train-pieces, using only units and building blocks that it's not a bridge the gap to your goal, you can build the LEGO Alpha Team travel to its destination. Perhaps an optional train, LEGO's trademark style of puzzle game will surely please devoted problem solvers with its busy blend of building and brain-teasing.



OVERALL RATING
7.0

GRAPHICS 8.0
PLAY CONTROL 8.0
GAME DESIGN 7.2
ARC 7.0
SOUND 7.0

DISNEY'S ALADDIN

- G1/25.5 Megabits
- 1 player
- GBC exclusive



It may be based on Disney's cartoon, but Aladdin's colorful and typical platformer really takes you to a "whole new world." Actually an update of the 1993 Game Boy game, Aladdin sends you on a desert quest where your one wish will be for play control (it wasn't substantial). What's a game when you need one?



OVERALL RATING
6.8

GRAPHICS 8.0
PLAY CONTROL 8.0
GAME DESIGN 8.0
ARC 8.0
SOUND 7.0

PLAYMOBIL LAURA

- G1/25.5 Megabits
- 1 player
- GBC exclusive
- Internet capability for G1/25.5 Megabits



A sweet and gentle about-to-adventure starring Playmobil toys, the Soft's Laura highlights helping people. Your quest quest consists of finding objects in the pretty and spacious settings. With a whimsical adventure and characters, Playmobil Laura is a worthwhile game for budding gamers and youngsters.



OVERALL RATING
6.7

GRAPHICS 7.0
PLAY CONTROL 7.0
GAME DESIGN 7.0
ARC 8.0
SOUND 8.0

LITTLE NICKY

- G1/25.5 Megabits
- 1 to 2 players (shared play)
- GBC exclusive
- 5 missions



Aside from the ESRB warning that it contains mature sexual themes and strong language, the Soft's T-rated sidescroller is based on Adam Sandler's movie—lots more swish (and) fun—crude, cheeky innuendo and a sex-crazed, hard-driving animated beach-bro. Little Nicky is the cross game Sandler fans are barred for.



OVERALL RATING
6.6

GRAPHICS 6.0
PLAY CONTROL 6.0
GAME DESIGN 6.0
ARC 8.0
SOUND 8.0

m & m's MINIS MADNESS



Playful Pursuits introduces the whole lot of Mad Space!



Frog Design lets you make the most of your Computer System!

GAME BOY
COLOR



LOOK FOR



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CD-ROM

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BUFFY THE VAMPIRE SLAYER

- DVD's Required
- 1 player
- GBC exclusive
- G rating

Summary's resident evil-fighter strike team dives into the still-scrolling fighting genre with TWO's one-level complete playset. The graphics are simplistic and the kick punches and air action are repetitive, but the game at least includes comic-book-style cut scenes full of wisecracks and cheeky humor characteristic of the TV show.



OVERALL RATING
6.5

GRAPHICS 7.0
PLAY CONTROLS 6.0
GAME DESIGN 6.0
G.A.C. 6.0
SOUND 6.0

MICROSOFT PINKIE MOBILE

- Classified Interactive's Required
- 1 to 4 players (alternating)
- GBC exclusive
- 3 player's tables

Pinkeer (angry) detailed for pinball enthusiasts, MS Pinkie Mobile features fantastically accurate pinball tables and ramps. All pinballs/balls will flip for the five different boards, so size, shape, style of play and reaction score possible, but some balls may not go full-flip for the ball return, which is an unfortunate flaw.



OVERALL RATING
6.5

GRAPHICS 6.0
PLAY CONTROLS 6.0
GAME DESIGN 6.0
G.A.C. 6.0
SOUND 6.0

POWERUP GIRLS: THE REAL GIRL

- Ray Area Multimedia's Required
- 1 player
- GBC exclusive
- Game Link compatible

Buy Area Multimedia's game on a classic three games box set on the sugary and spicy Cartoon Network network. This Powerup Girls. The first of the side-scrolling action Blossom going through a fairly basic storyline that you'll be able to link to the other Pals to swap collectible cards and characters.



OVERALL RATING
6.5

GRAPHICS 6.0
PLAY CONTROLS 6.0
GAME DESIGN 6.0
G.A.C. 6.0
SOUND 6.0

CHICKEN RUN

- THQ's Required
- 1 player
- GBC exclusive
- 5 languages

THQ takes the DreamWorks film and runs with it to bring a classic, entertaining, that's poultry in motion. There's nothing new about Chicken Run when it comes, the air quarter bow knockdown or zippy music, and the word action and why it's like having a trail of food for birds to follow) suit it in fun flights of fancy.



OVERALL RATING
6.4

GRAPHICS 6.0
PLAY CONTROLS 6.0
GAME DESIGN 7.0
G.A.C. 6.0
SOUND 6.0

DRAGON'S LAIR

- Capcom's Required
- 1 player
- GBC exclusive

What made the original DL so cool was that the maze-like action came with a certain you could fly. As an update to the arena's GBC version, it's a simple's appeal is lost. Still, the high-action strategy works in the modern translation and the highly simple yet engaging game play requires you to react only a few times per arena.



OVERALL RATING
6.3

GRAPHICS 6.0
PLAY CONTROLS 6.0
GAME DESIGN 6.0
G.A.C. 6.0
SOUND 6.0

MADDEN NFL 2001

- EA Sports's Required
- 1 to 2 players (alternating)
- GBC exclusive
- Game Link compatible

The latest Madden Pak from EA Sports took on the Madden series of games on the dry screen. Known for its action and realistic plays, Madden doesn't own playing the gridiron special as it's known for. So since Ray Cole, the football game still appears plenty of plays, 100 yards of action and control of space.



OVERALL RATING
6.2

GRAPHICS 6.0
PLAY CONTROLS 6.0
GAME DESIGN 6.0
G.A.C. 6.0
SOUND 6.0

DINOSAURUS

- GBC Required
- 1 to 2 players (alternating)
- GBC exclusive
- Game Link compatible

EA's take on the action hybrid is a prehistoric platform that combines to turn-based fighting and appealing when your dinosaur as a rival. The side-scrolling view is a nice change from the usual, but you'll find it a bit cumbersome as it's slow, but it's quite possibly also your big disadvantage and obscure a much of your surroundings.



OVERALL RATING
6.1

GRAPHICS 6.0
PLAY CONTROLS 6.0
GAME DESIGN 6.0
G.A.C. 6.0
SOUND 6.0

FORCE 21

- Red Storm's Required
- 1 player
- GBC exclusive

Red Storm has a break for strategic combat, and Force 21 sets first GBC arena action. Rainbow Six. Set in World War II, Force 21 is a smart tactical strategy game that challenges you to recruit multiple troops and vehicles into a support of strategy. If you're into the art of war, Force 21 will provide you with a sufficient combat.



OVERALL RATING
6.1

GRAPHICS 6.0
PLAY CONTROLS 6.0
GAME DESIGN 6.0
G.A.C. 6.0
SOUND 6.0

N&N'S MINIS MADNESS

- Wagon's Required
- 1 player
- GBC exclusive
- 4 playable characters

Wagon's hit, at 2001, is a settings on a colorful mix of cars on a road race. Play as a N&N, you must hop, turn flip and skid around through the windy factory in search of N&N's Mini. While the race is available, the action is the possible platform to light by engaging and barely hot enough to melt in N&N.



OVERALL RATING
6.0

GRAPHICS 6.0
PLAY CONTROLS 6.0
GAME DESIGN 6.0
G.A.C. 6.0
SOUND 6.0

TYCO R/C RACIN' RAZZ

- Mad's Required
- 1 player
- GBC exclusive
- 14 arena plus intelligence

Depth is its name, it's not a racing game. Razz! Razz! are Tyco's R/C arena game, and it's a link to a 2001 arena (and it will set things in motion). How to beat your whole up to a 100% through the challenge, and finding the right power-up, finding the right time and dodging the obstacles are the keys to the dandy puzzle solving.



OVERALL RATING
6.0

GRAPHICS 6.0
PLAY CONTROLS 6.0
GAME DESIGN 6.0
G.A.C. 6.0
SOUND 6.0

Walt Disney's



THE JUNGLE BOOK

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GAME BOY COLOR



COMING NOVEMBER 2000



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LOONEY TUNES RACING

- Infocom's MegaLab
- 1 player
- CEC exclusive
- 8 drives
- 2 control

E

Young gamers and cartoon fans will want to pick up this game with Looney Tunes Racing—bringing you cart-racing fun with eight different drivers including Daffy, Bugs, and Foghorn Leghorn. Wacky power-ups, zany tracks and prize money you can spend to buy more from Sylvester or make technological game adjustments for reviews.



OVERALL RATING
5.9

GRAPHICS 6.0
PLAY CONTROL 7.0
GAME DESIGN 6.0
SVC 6.0
SOUND 6.0

NBA JAM 2001

- Activision's MegaLab
- 1 to 2 players (Multiplayer)
- CEC exclusive
- Does LAN compatible

E

NBA Jam 2001 hits the hardwood with two-on-two hoop action for fans of arcade-style sports games. While the game features real NBA teams and players, their abilities don't mean much since they all achieve the same on the court. If you're looking for turbo-charged play and action, though, Jam 2001 is for you.



OVERALL RATING
5.9

GRAPHICS 6.0
PLAY CONTROL 6.0
GAME DESIGN 6.0
SVC 6.0
SOUND 7.0

SYDNEY 2000

- Activision's MegaLab
- 1 player
- CEC exclusive
- 12 events

E

In this interactive test of manual dexterity, you can compete in 12 events from the 2000 Olympic Games. Via Sydney partner events include Street Shooting, Weight Lifting, Sprint Cycling, Kayaking and Diving. Though it doesn't sport said medal graphics, the game does look and play better than most, but isn't a masterpiece.



OVERALL RATING
5.9

GRAPHICS 7.0
PLAY CONTROL 6.0
GAME DESIGN 7.0
SVC 6.0
SOUND 6.0

HARLEY DAVIDSON: RACE ACROSS AMERICA

- Infocom's MegaLab
- 1 to 2 players (Multiplayer)
- CEC exclusive
- Does LAN compatible

E

If you want to be a rebel, you might want to ride out on the highway with Infocom's cycling rally. The rides are long but the excitement, since the roads never curve abruptly and the obstacles and traffic are fairly easy to dodge. What keeps things moving is the official Harley Davidson license and upgradeable bikes.



OVERALL RATING
5.4

GRAPHICS 6.0
PLAY CONTROL 6.0
GAME DESIGN 6.0
SVC 6.0
SOUND 6.0

GENERAL: THE SERIES: MONSTER MARS

- Gameworks' MegaLab
- 1 player
- CEC exclusive

E

If you own Gameworks' previous Badapple: The Series game, the sequel won't have much to offer. On its second mission, General stomps down a side-scrolling path of hor-bun destruction filled with more of the same basic shoot-and-stomp game play. At least the game features a use-your-thumbs improvement: a targeting sight.



OVERALL RATING
4.9

GRAPHICS 6.0
PLAY CONTROL 6.0
GAME DESIGN 6.0
SVC 6.0
SOUND 6.0

BEHIND THE NUMBERS AND NAMES**EVALUATIONS**

ANDY:

CHRIS:

GREG:

GEORGE:

JASON:

JENNIFER:

JILL:

OLIVER:

SCOTT:

SONJA:

RATINGS

GRAPHICS
A: Excellent
B: Very Good
C: Good
D: Fair
E: Average
F: Below Average
G: Poor
H: Very Poor
I: Terrible

PLAY CONTROL
A: Excellent
B: Very Good
C: Good
D: Fair
E: Average
F: Below Average
G: Poor
H: Very Poor
I: Terrible

GAME DESIGN
A: Excellent
B: Very Good
C: Good
D: Fair
E: Average
F: Below Average
G: Poor
H: Very Poor
I: Terrible

SATISFACTION
A: Excellent
B: Very Good
C: Good
D: Fair
E: Average
F: Below Average
G: Poor
H: Very Poor
I: Terrible

SOUND
A: Excellent
B: Very Good
C: Good
D: Fair
E: Average
F: Below Average
G: Poor
H: Very Poor
I: Terrible

AGE RATINGS

ESRB (Entertainment Software Rating Board) ratings are used to indicate the age appropriateness of video games. The ratings are based on the content of the game, including violence, language, and sexual content. For more information on ESRB ratings, visit www.esrb.org.

C Early Childhood
E All Ages

T Teen (13+)
M Mature (17+)

A Adult (18+)
RP Rating Pending

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ARON CHRONICLES:
THE FIRST MISS

Who is this English squire?

THIS MONTH

FIG & MAN 64



The Blue Knight is ready to go!

STAR WARS: EPISODE I:
THE WHISPERERS



Qui-Won takes on the Trade Federation.

MARIO PARTY 3



Let's-a Party!

ARON: WARRIOR PRINCESS



Arise...

PAK WATCH

The inside source for all
Nintendo News.

INDIANA JONES: A GLIMPSE OF THE FUTURE

It's a brave new world for video game publishers. New consoles are pushing out the established systems. Retailers are realocating shelf space. And online stores are growing in importance. In the midst of all the change, LucasArts Entertainment found itself facing a dilemma recently when it failed to find a retail outlet for the N64 version of Indiana Jones and the Infernal Machine. LucasArts had to be creative. The solution they arrived at involved an exclusive deal with Blockbuster for renting and selling Indy. Beginning in the middle of December, players can rent Indiana Jones and the Infernal Machine at participating Blockbuster store locations, and they can purchase the game on each company's website: blockbuster.com and compuserve.lucasarts.com. Indy won't be the first N64 game to appear exclusively at Blockbuster, but it is the only game to date that is available for sale only on the Internet. LucasArts is not the only company facing problems during the trans-

ition period in the video game market. Game developers must decide where to spend their resources—on old systems or new systems—and they must choose which of the new consoles to support. And retail-



ers, with limited shelf space, have to make the same call. The good news is that gamers likely will find special opportunities in the months ahead to revisit the classic titles for the N64 or play for the first time games that they might have missed. More than 200 games have been released for the N64 over the past four years, and there are more than 800 Game Boy games. And fortunately, a few publishers, like LucasArts and Nintendo, will continue to release titles for the N64. Paper Mario, Pokémon Stadium 2 and Star Wars: Episode I: The Battle for Naboo are just a few of the hits that are still to come. That should be enough to keep most gamers busy for a few months until Game Boy Advance and Nintendo GameCube show up.

H2O AND THQ WORK MAGIC IN AIDYN CHRONICLES

The development team for Aidyn Chronicles: The First Mage has been burning the midnight oil in H2O's offices in Vancouver, BC, trying to complete what is sure to be the biggest pure RPG ever for the N64. Pak Witch recently grabbed an early version of the 256 Megabit monster trek to see how it was progressing.

An RPG for the New Year

RPG fans have something monumental to look forward to in the first quarter of 2000. That's when THQ will release Aidyn Chronicles: The First Mage for the N64. Although it seems as if Aidyn has been in development forever, it's really been just about two years, which is pretty standard for an RPG. The development team has had to create an entirely new world, filled with characters,

place, the dialogue is joltingly away and, if you can avoid enough monsters, you can actually set out on the quest. In short, THQ can now predict with some justified confidence that the game will be released in January or February. And that's about as solid as a sword in a stone.

Introducing Alaron

It's never easy creating a new fantasy world and heroes that gamers will adopt and love, and the Aidyn team seems to be going about it the right way. The introduction of the game is a series of cinematic scenes in which the royal court searches for a missing acquire. As the cook pokes his head into chambers throughout the castle, asking for Alaron's whereabouts, we learn that the orphaned acquire is a clever, resourceful, impish lad with a lot of spirit and some skill with magic. Then the game turns interactive as you take over control of Alaron in the forest where he is searching for a farmer who has been lost. Building character is a major part of any RPG, and Alaron has a lot to learn. He, and the three party members who join him, will raise their levels through combat and training. They'll learn magic spells and purchase better weapons, armor and items. The depth is comparable to that of a classical PC-style RPG.

A Literary Achievement

The dialogue is very strong throughout, so you really get to know the characters and their personalities. As it turns out, knowing how to deal with characters is another important part of the game. Many of the nonplayer characters ask you questions, and your answers will determine how they treat you later in the game. If you upset one of the quirky Mimes, for instance, he or she may not help you until or give you essential information. Most RPGs seem to stop at



conveying basic information, sometimes disguising it in riddles. But the text in Aidyn Chronicles gives players a richer experience. There is character development, intrigue, humor and, most of all, interactivity. Instead of just reading everything, you must respond to the characters and treat them like real people.

But Wait, There's More

Aidyn Chronicles goes where no other N64 RPG has gone in other ways, too. The 3-D world is enormous, for instance, and the combat engine takes place in the game world so range and direction become important considerations. An intelligent camera follows the action, and players have the ability to take over the camera controls whenever they like, even during battle. Chaos may be returning to the Kingdom of Iden in the story, but order has been imposed on the development of what is likely to be the last new epic for the N64. It should be a grand adventure.



enemies, towns, forests, mountains, seas, magic and more in that time. When Nintendo Power last looked at Aidyn Chronicles, the game was still in many pieces. Now, a few months later, all of those pieces have been connected. The combat system is working, the camera control is in

Talk to everyone, young man. And speak up!

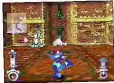
Pak Play

Hands-on previews of upcoming games.

MEGA ACTION

Final code for Capcom's Mega Man 64 is complete and the game may be released before the holidays, but it's going to be a close race. Whenever the game arrives, it's going to be a major event. The 3-D action-adventure takes place in a future where treasure-hunting Diggers are searching for a mother lode of energy on the mostly flooded earth. As the game

begins, Mega Man and his friends, Roll, Barrel and Don, have just found a Reaktor—the basic energy unit that powers their civilization—but in taking the item, events are unleashed that lead Mega Man into one of the great 3-D adventures for the N64. In his latest incarnation, the Blue Bomber can jump, roll, run and climb, and he's equipped with an auto-sapping system to make sapping enemies a snap. You'll collect Buster Parts to build up Mega Man's Buster Blaster, fight a huge assortment of enemies and bosses and talk to people to get important game information. Capcom has done a great job of creating a rich world for Mega Man. The game's extensive use of voices and 3-D cinematic sequences is perhaps the best ever on the N64. If you want drama, action and hours of fun, Mega Man 64 delivers.



OBI-WAN ONLY

Qui-Gon Jinn wasn't kidding when he told Obi-Wan Kenobi, "You must bear in mind all you have learned, my apprentice. I fear all of our skills may be needed." In THQ's upcoming action romp for Game Boy Color, young Obi-Wan will match his mettle against the nefarious Trade Federation, battle-tested Federation Droids, and ultimately the Sith Lord, Darth Maul. It won't be easy

getting to that final test, however, because each of the game's nine levels is filled with enemies that would look nothing better than to see Obi-Wan fail. Using either the light saber or the blaster as your main weapon, you'll fight through spacecrafts in orbit and territory on Naboo itself. Obi-Wan can launch into flurry attacks with the light saber, cutting a swath through Federation Droids and

other enemies. He can summon up the Force, as well, to make superjumps or move heavy objects, and he will have to navigate the swamps using Gungan vehicles. Although the Jedi hero looks small in the game's three-quarter perspective, the graphics and play control are among the best on the N64. You'll also get great cinema scenes taken straight from Episode 1. It's a GBC adventure you won't want to miss.



XENA PLAYS ROUGH

**PAK
WATCH**

Xena enters her first action-adventure for Game Boy Color unarmored and, apparently, in the middle of a dream. So begins a Zelda-like adventure for the Warrior Princess. Thus, recently put the finishing touches on the ambitious project, which should be ready for release in January. The game borrows heavily from the Zelda model and characters from the Universal TV series, *Salamonius*, the Fates and other characters set as guides and gurus for Xena, who must solve puzzles, battle enemies and gather hearts, gems and diamonds. There are skill areas with action challenges, mazes and much more. Perhaps the coolest fea-

ture is the compatibility with the Hercules GBC Game Pak, which is due to be released two months after Xena: Warrior Princess. Once you've played through Xena, you can transfer her character into the Hercules game and play new areas in the Hercules game.



MARIO'S NEXT PARTY

Japanese N64 players have been invited to a year-end bash with Mario and his friends. What's it all about? Mario Party 3 debuted at Spaceworld in August, and it will be released in Japan in December, just in time for the holidays. Nintendo's third annual partyfest for the N64 is set to come to North America, as well, but not until the second quarter of 2001.

The wait will be worth it, though. With 16 map boards and 30 new minigames, Mario Party 3 is packed with fun for up to four players. There are races on wooden horses, business-eater puzzles, skill challenges, an improved Battle Royal Mode and a new Dual Map Mode that you can play with a helper. Enjoy a glimpse or two of the future.



Let's-a have the world's biggest party!

Pak Peek

What's breaking in the world of games.

Advanced Placement

From near and far comes word of Game Boy Advance projects that should be ready for the system's launch in Japan and North America. Ron Doornink, president of Activision, recently announced that Activision would support the release of Game Boy Advance with six titles based on the company's best franchises. The franchises mentioned included Spider-Man, Tony Hawk's Pro Skater, Max Hoffman, Shaun Palmer and the X-Men. At the fall Tokyo Game Show in Japan, Konami showcased nine playable Game Boy Advance titles: Silent Hill, Gold Master, Konami Wai Wai Racing Adventure, Castlevania: Circle of the Moon, Star Communicator, Mail de Cute, Monster Breed Power Pro, Ken Pudding and Despondent Monsters. Several of the games had been shown previously at Spaceworld, but the lineup of nine titles is a major endorsement of the new handheld console.

Gaiden by any other name

Nintendo's Return of the Ninja for Game Boy Color may not have the Ninja Gaiden name to capture the attention of action fans, but it has the sweet moves and play control that made the Ninja Gaiden series one of the most beloved on the N64. Return of the Ninja features two heroic characters, special power-ups and precise jumping and consistent action. Tsukage and Sayan, the ninja heroes, must track down a powerful scroll that was stolen by the Ninja Clan Iga. Both are skilled with swords and Shintoi tools that they use along the way. The tools allow the ninjas to perform incredible feats such as walking on ceilings and burrowing into the ground. Nintendo has added several other new elements to the mix, including a power meter for throwing ninja stars and a Card Trading Mode. After completing the game, players earn cards that they can trade with other players. With so much



action and variety, not to mention some of the sharpest graphics of any GBC action game, Return of the Ninja is likely to become an action classic in its own right.

The Grinch is coming to your home!

The beloved tale "How the Grinch Stole Christmas" by Dr. Seuss is well known to most people, and the holiday release of a major motion picture version of the Grinch should send Grinchmania into overdrive. Now, Konami is set to capture its share of Grinchucks with a GBC game based on the story. Players take on the role of the small-hearted Grinch as he steals all the gifts from the Whos' homes in Who-

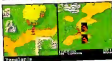


ville. The game gives a nod, a nudge and a wink to Pac-Man, but the gift-grabbing frenzy is still fun if not original. Konami throws a few curves of its own, including Whos armed with snowballs who try to foil the Grinch's felonious thievery. The Grinch should be available in time for your own holiday feast of coast beats.

A once and future king

Konami's Runeford's is likely to surprise RPG fans when it's released at the end of the year. The unbranded title developed by Saffire combines an unusual tale with a complex game engine, a large world, a unique battle system and a nice graphic

presentation. The hero of the game is Theron, a prince of the realm who wakes after a 20-year slumber to find his twin brother dead and an evil usurper conquering much of Theron's rightful kingdom. In battle, Theron's choices include movement, the use of weapons, magic and items, and a pass or flee option. The movement option lets you maneuver for the first hit, and it allows you to face a sin-



gle opponent in an enemy party. There are plenty of villagers to consult, monsters to battle and treasures to find. And the music is so well done that you won't want to turn down the sound. There's a lot to look forward to when Runeford's is released during the holidays.

Her kingdom for a horse

Mary Kate and Ashley have burned for clues and stored your phone numbers. Now, the teen duo is going horseback riding in Mary Kate & Ashley Horse Hiding from Acclaim. The first ever Game Boy Color bareback riding Pak starts off with a quick trip to the outfitters then trots into the jumping arena, where you must ride your trusty (or less than trusty) steed on a sleepless course filled with fences, hedges and obstacles. A Challenge Mode gives junior equestrians a chance to try out the four different horses available at the start of the game and practice their riding moves. The play control is good (you have two control style options) and the graphics are as pretty as a trophy, which, if you win them, appear in your own, private trophy room. So far, Acclaim has maintained a high level of quality on the MERRA titles.

COMING SOON

**PAK
WATCH**

and *MS&A's Horse Riding* may be the most interesting yet. Girls and boys who like horses should check out *Glädtpil*!



Nery Kate & Ashley's Moores Riding

Game Boy Color World

This month sees the arrival of *Sgt. Rock: On the Frontline* from Bay Area Multimedia a.k.a. BAM Entertainment. The classic DC Comic war hero sets out in an overhead-view shooter with nice production values and good play control. If you like GI combat, this game is your ticket to the frontlines. THQ, Hasbro Interactive and Neutame are teaming up to bring you *Action Man: Search for Base X*. The action is standard platform stuff that takes place in side-scrolling levels in the jungle, on a mountain, and in a maze. The cool part is that you can outfit your hero before sending him into harm's way. *Matchbox Mission Fuzzo* combines strategy with plenty of action. Commanders drive recon vehicles, Hammer and tanks to name a few of the types of Matchboxes involved. Instead of collecting cars, though, you blow them up.

Torneo returns with its second *Monster Rancher* title, *Monster Rancher Explorer*, but the game is really *Sokomon's Key With a Monster Rancher* storyline. The setting is 35 years before the first game. You enter a world full of mysterious rooms and baddies armed with a magic wand. Just as in the original *Sokomon's Key*, players have to solve the riddle of each room, creating blocks and using items that help unlock the passage to the next room. *Explorer* may not have much to do with last year's RPG, but it's a wonderful puzzle game that shouldn't be missed.



Monster Rancher Explorer

Spider-Man



Activision

Tom & Jerry in Fists of Furry



NewKidCo

Paper Mario



Nintendo

Road Champs BXS Stunt Biking



Activision

Micro-Machines V3



THQ

Metal Walker



Capcom

RELEASE FORECAST

FUTURE

ADREN CALIBRATED: THE FIRST BORN
CONQUEST: SMOKE AND FIRE RAGE
DINOSAUR PLANET
GUNRAJ: BARBERS
HAIKU: HAIKU 2
MAGA: MAGA 64
MUTE: MUTE
POLARON: STATION 2
SPIDER-MAN
STAR WARS: SPODES: SPODES FOR MARIO
ACTION MAN: SEARCH FOR BASE X
ALIAS
WORLD IN THE DARK
BET: HOPKINS
ARMY MEN: AIR ATTACK
BAZ: BAZ: TONGI CRASH
CASTLEBLAND 2
CANNON HOODS
COURAGERS OF MIND: A MAGIC
BARBARASA: ADVENTURE
DART: MANTA: HUSTLE: SMOKE
DINO: DINO: TON
DRAGON: TALK
LIFE: NATIONAL: ROCKY: NIGHT
GAMBIT: BROTHER
GRAND: STREET: AUTO: 2
THE: DETROIT
MIRACLES
MUTUAL: CARD: GAMES
NYPD: THE: TINA: GUEST
INSPECTOR: GALETTI
KALLA: THE: BROTHERS
OF: A: LEGEND
MARIO: TALKS
MARTY: RATE: A: HAMBUR:
ROBBI: STORM
MAD: COME: BUSTON: BEARS
JUST: MORTIMER: A: PRO: BIRD

MAGA: MAGA 2
MUSEUM
MUTUAL: HALLER
MUTTER: BARBERS: EXPLORE: BIRD
BOY: SPORTS: TALK: RICE
MAG: MURPHY
MAG: JAN: 2001
PILARON: PUZZLE: CHALLENGE
POWER: PUP: GAMES
RAGE: THE: NEW: REVOLT: GREEN
POWER: BARBERS
HUSTLE: BROTHER
BROTHER: OF: THE: MIND
BOAT: CHAMP: BAZ
STUNT: BIKING
B: BORN: WOOD
REVOLVERS
SBL: BOOK: ON
THE: BROTHER
THE: BARBERS: BUSH
THE: HOPKINS
SILE: PINK: STORIES: II
ONE: WIN: A: STYLISH: JAZZ
T: LION: V: ULTIMATE: BAZ
FRONTIER
IBM: A: BIRD: IN: HOUSE: ATTACKS
TOO: STREET: RACES
MART: DEMEY: S: THE: JUNGLE: BOOK
WARRIORS: OF: MIND: A: MAGIC
WIND: WANTS: TO: BE
A: MILLIONAIRE
WORLD: WOODPETER: BAKING
WORLD: WOODPETER: STAIRS
THE: POWER: IS: NOT: BROKEN
DAILY: WARRIORS: PARADES
JAZZ: TROUBLE: STAIRS
C: TROUBLE

NINTENDO 64 GAME BOY COLOR

ESPN National Weekend Night



Konami

Tom and Jerry in Mouse Attacks



NewKidCo

SPIDER-MAN



You're not imagining things, true believers! Your Spider Sense is tingling because the web-slinging wall-crawler is bringing his superheroics to the N64, and January's Nintendo Power has all the details.

TOM AND JERRY IN FISTS OF FURY



Tom and Jerry in Fists of Fury packs all the slapstick fighting action out of the classic Tom and Jerry cartoons and crams it into your N64. Stick with Nintendo Power to learn about the newest game of cat-and-mouse.

MEGA MAN X-TREME



Mega Man returns to the Game Boy in Mega Man X-Treme, a 2-D side-scroller with all the robot-blasting action of the classic Mega Man and Mega Man X games. Be here next month to see how x-treme Mega Man can get.



SPIDER-MAN

SUBSCRIBER-ONLY BONUS ISSUE

• Special 16-page guide to Game Boy Advance and Nintendo GameCube

• Pokémon calendar

• Many more special subscriber surprises



[The remainder of the page contains extremely small, illegible text, likely a list of names or a detailed index.]

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Nintendo

*Nintendo Game Boy Advance SP™ and Game Boy Advance™ service providers are free to set their own fees. Prices are in U.S. dollars and subject to the U.S.A. only. Some American service options and prices.

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FROM: *

